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REVIEWS

ARNIE

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THAN

STEG THE SLUG

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ANY

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OTHER

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MAG!

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Is Genias' Caveman caper
the best thing
since the wheel?
We check out
Chuck Rock
on p.36

2 Commodore FORMAT
COMPLETE GAMES!

Oh no!

Arrgah!
Covertape miss-
ing? Scorecard's
gone AWOL? Then
ask your newsagent
for a replacement
immediately!

THE ADDAMS FAMILY

ARNIE

UNIVERSAL

LOCEAN

FLY

Tape
to disk

Wanna disk
Powerpack?
See Page 8
Now!

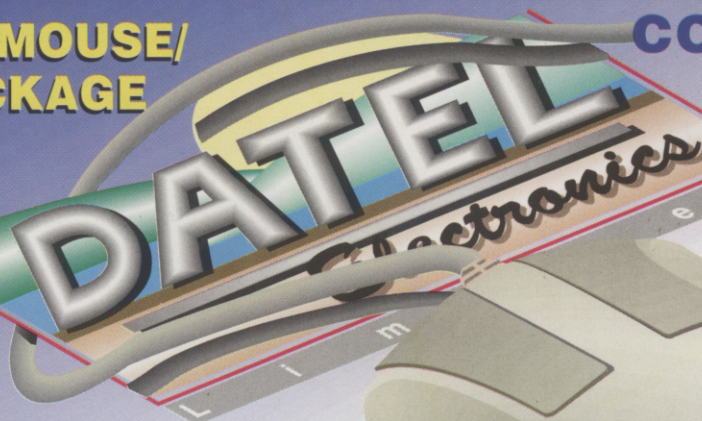
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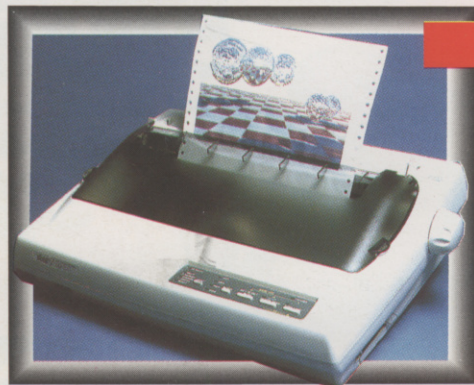
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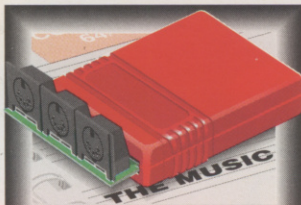
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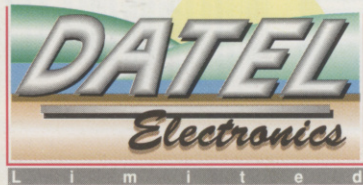
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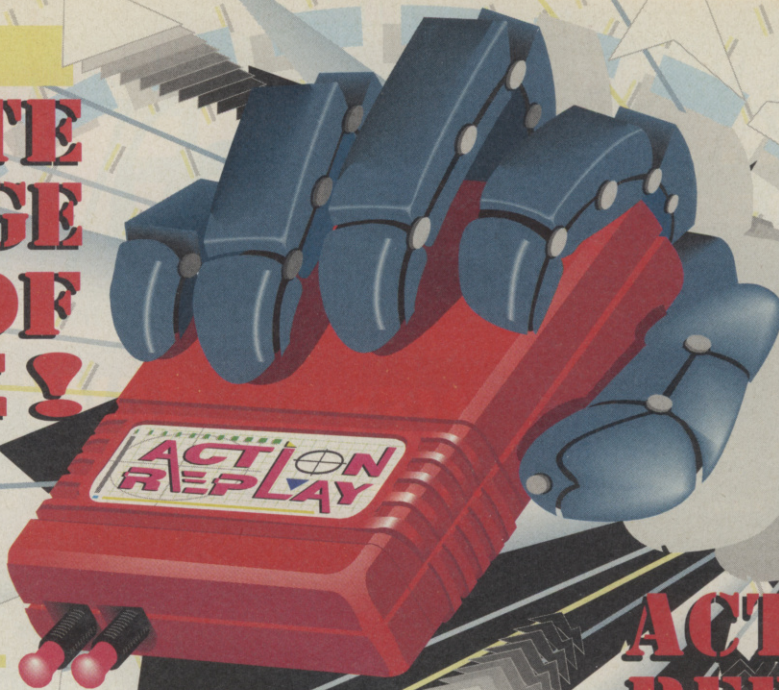
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OCEAN

64 THE BOD SQUAD

ZEPPELIN

CF SPECIAL

39 DRIVE FASTER

Is TIB's 3.5" disk drive the last word in C64 accessories? It's fast, compact and it comes with eight free games, but what more can it do? Top techie Bones gets busy on p.39

52 THE ULTIMATE GAME

CF old boy Stevie Jarratt ponders the wonders of the ultimate game ever. Combining heroes, plots and villains from the cream of the C64 Corker crop, he works out what would make the best game ever on p.52

60 KEEP IT IN THE FAMILY

Fancy a shiny copy of the new *Addams Family* movie? Well, Ocean are giving them away. Spirit yourself to p.60 and take a look!

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An exhaustive guide to this month's storming covetage.

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The inside story on CF22.

Got the summertime blues, then see what POWER

NEVER HAVE SO MANY

Yowza, what a month! *Indiana Jones and the Fate of Atlantis*, *The Addams Family* and *Chuck Rock* hit the reviews pages, and the quality of all three is truly astounding. "Never in the field of human gaming has so much been coded by so few for so many" as Churchill said (sort of!). And all this is backed by the very best that the budget circuit has to offer.

These excellent reviews are supported with the cream of the gamebusting crop, and Andy Roberts has played a stormer this month! To celebrate the release of *Rainbow Islands* on budget, he begins the ultimate playing tips exposé on the best coin-op conversion ever seen. You just won't believe the secrets he uncovers. All shoe-horned in alongside the best pokes, cheats and game tips money can buy!

And games-players and Techies alike MUST read our in-depth look at the new 3.5" TIB drive. It offers a wodge of free games and a tool-kit that would shame the AA. But can it deliver?

We're proud to welcome back that old funster Stevie Jarratt to the pages of CF, as he takes a look at what would make the ultimate C64 game. And it's a big hello, come in, sit down and have a steaming cuppa to two new CF squaddies. Lisa Nicholls takes over the design chair from Lam Tang and Jason Finch debuts as Inside Info's new supremo. Greetings to them both, and to you. Read on and enjoy.

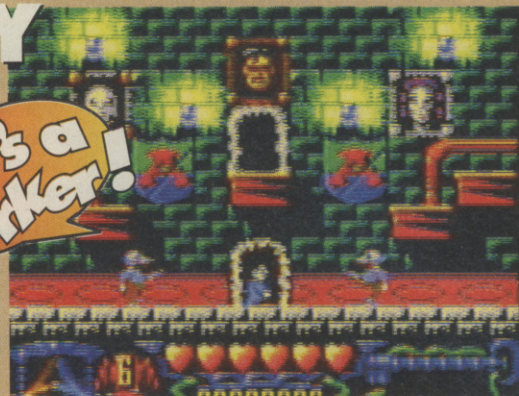
Stevie Jarratt



62 THE ADDAMS FAMILY

OCEAN

The smash hit movie successfully turned 60s TV stars into 90s movie stars. But can Ocean now make them stars of silicon too? The Powerpack demo is a fiendish test of timing, and the full game looks to be even better. Get spooky, ooky, kooky, woolly, newquay and many other things ending in 'okey' in the review on p.62



Plus

Addams Family compo

p60

The world's most famous family of weirdos have been immortalised on both film and tape. Now's your chance to nab a copy of them both, courtesy of those Ocean peeps.

39 DRIVE FASTER

Have you been eyeing one of those shiny new 3.5" TIB drives down at the local computer store? These new widgets are fast, sleek, all singing and all dancing but what about loading data?

Commodore Format's techie hitman takes a long hard look at TIB's new baby on p.39. What's the verdict? Load up the review now!

TESTED!

36 CHUCK ROCK

Core Design

Cavemen, stupid or what? They had to invent the wheel everytime they wanted to use the car, hunted rather than nipped down to Sainsburys and lived in caves for free rather than take on hefty mortgage commitments. Meet Chuck Rock, the crushingly dim caveman; he has to face a world of trouble in order to save his wife. Can he overcome level after level of platform pitfalls or will he be a dino's dinner. The rocks begin to fly on p.36.



18 INDY JONES AND THE FATE OF ATLANTIS

US GOLD/LUCASFILM



Did Atlantis ever really exist? Let's hope so because that's where Uncle Indy is headed in this fourth epic adventure for the action archeologist. This time hat-man is hunting the mysterious mineral Orichalcum, which has the power to destroy the world - as we knew it! Lucasfilm have opted for an isometric 3D look for this adventure, but does it work? We whip the review into

shape on p.18

52 The game that never was!

The man who invented CF, Steve Jarratt, returns to define the Ultimate C64 game. Drawing from a life-

time of dedicated gaming he mixes and matches heroes, villains and plot, to come up with a pot pourri of mind-sickening violence. Are your favourite game stars in there? Leap to p.52 in a single bound to find out!

64 BOD SQUAD

Stunningly silly but beautifully playable. Bod the Alien has to save his folks from the clutches of curious humans. The yoyo wielding ET has to overcome spooks, spikes and switches, in this intense platform leaping puzzler. It looks cute and cuddly but has a bite like a great white shark during a surfer famine! Is it too tough? Bounce on to p.64 to find out!



POWER PACK 21

THE ADDAMS FAMILY

Ocean

Creepy, kooky, ooky and spooky (but what does ooky mean?).

That's *The Addams Family* in full effect, and they're haunting your Powerpack right now. Help Gomez find his loved ones in this perilous platform romp. The secret of good gaming is in the timing, and this one's crammed to the gills with it.

DEMO

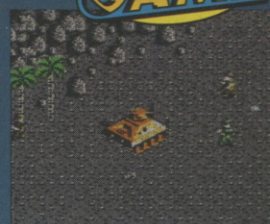


ARNIE

Zeppelin

Senseless violence and lots of it! Take on the role of a super-killer commando and get slaying in this isometric bloodfest. Follow the arrows, stay out of the way of the bullets and don't forget to keep shooting. There's action a'plenty in Arnie.

FULL GAME



ANCIPITAL

Llamasoft

Home, home of the strange. Where the goats and llamas do play. Where often is heard, a discouraging word, because you can't find the right blimmin' way. Jeff Minter's mad maze classic is yours! It may be silly but it's one of the all time greats.

FULL GAME

EURO FOOTBALL CHAMP

Domark

A rolling demo of Domark's coin-op contender for soccer stardom. Sit back and watch the no-holds back footie fun. Erewego, erewego, erewego...

DEMO



21
tape
to
disk

Want a disk version of CF21's Powerpack? Turn to p.9 for full details of our brilliant tape-to-disk transfer offer, NOW!

SOUTHERN BELLE

21st Century Entertainment Life goes by when you're the driver of a train. Discover the wonders of steam in this curiously intriguing simulator. You may think "Urgh, trains!", but play it and you'll find it strangely absorbing. All aboard!

FULL GAME

QUICK START

FULL GAMES

ANCIPITAL

Joystick in port 2. Your goat must clear every room in a hundred-room maze, jump on the walls, shoot things and make bleating noises.

SOUTHERN BELLE

Learn to drive a steam train from Victoria to Brighton. Control the steam, the cylinders, the coal and, er, make sure you keep the wheels on the tracks. (or you'll crash, presumably).

DEMOS

EURO FOOTBALL CHAMP

Watch the stunning speed, skill and violence of the players in this fully non-playable rolling demo. Gasp as the goals come thick 'n' fast.

ARNIE

Joystick in port 2. It's time to hurt folk as you, Arnie, must rush into a garrison town and shoot all the evil soldiers who try and stop you.

ADDAMS FAMILY

Joystick in port 2. Howl in terror as you guide Gomez around some of the most fiendish puzzles this side of Leamington Spa.

NO LOAD ZONE!

If your CF tape isn't loading, perhaps it's your tape heads? Try loads of other games, or try fiddling with the little alignment screw. No joy? Then, using your skill and judgment, put the cassette into a jiffy bag. Bung in a witty and apt SAE, seal the bag with Peruvian dustbin glue and send it to:

Ablex Audio Video Ltd, Harcourt,
Halesfield 14, Telford
Shropshire TF7 4QD

DO NOT send your duff tape to Commodore Format. We use them as ammo in our on-going high-intensity conflict with *Sega Power*, just across the body-strewn corridor.

ALL these games and demos are loaded using the normal

POWER PACK 21

Imagine playing football against a really weird family, a soldier with powerful weaponry, a sort of humanoid goat thing and, er, a steam train. You've just imagined Powerpack 21!

EURO FOOTBALL CHAMP

DOMARK

Do you remember a preview in CF last month, which gave you the first completely marvellous sneak glimpse at *Euro Football Champ*? You don't? Oh, come on. It was an absolutely brilliant page. Ollie worked on it for ages.

Anyway, not content with telling you how good the game should be, we have actually managed to talk the peeps from Domark and Teque into bunging a completely wonderful rolling demo on this month's Powerpack cassette.

The thing is, *Euro Football Champ* isn't quite finished, so remember that everything

you are about to see will actually be improved upon in the completed version. Even though you can't take an active part in the proceedings, you can still see (a) how fast and frantic the game is, and (b) how the teams manage to weave their magic dribbling and shooting spells. In other words, how they manage to seriously injure their opponents and still get away without being booked (or even noticed) by the dreadfully inefficient and half-blind ref.

Unlike the Taito coin-op, *Football Champ* on the 64 has a top-down view. This seems to be a wise move because not only does it make the game run a bloomin' sight quicker, it also gets rid of any annoying perspective problems, which might otherwise cause you to miss vital cross-field passes and important last-minute goalmouth striking events.

2p?
Oh no!
The fans
are bung-
ing coins
at the ref
again!
Shocking!

ANCIPITAL

LLAMASOFT

Joystick in port 2

What is an Ancipital? It's a weird Jeff Minter creature, sort of a cross between a goat and a person. And lucky you gets to play one in this stonking full game.

There are an amazing 100 screens, packed with excitement, and to win the game you've got to visit them all. This is

done by going through the walls. You'll need to collect keys to unlock some of these.

Right. There's lots to learn here, so be prepared for a serious information attack. Firstly, on the start screen, F3 toggles the difficulty level, F1 toggles the weird stroboscopic effects, and fire starts the whole shooting match off.

Walking around is done by simply moving the joystick parallel to the surface you're on. You can walk on any of the four walls, but don't touch the side walls. Basic jumping - push the 'stick at the opposite wall. Don't press the fire button when you're doing this. To jump on to walls which aren't opposite, you must start off with a normal jump, then press fire and lean towards the wall you want to end up on.

You get around the maze by going through walls, of which there are three. There's no reason for apples to be flying around. It's a Minter game, so what do you expect?



FULL GAME



As you can see if you take a look at the demo, there's an awful lot of what the Football Association call 'completely outrageous on-pitch violence'. The key to *Euro Football Champ* is not simply excellent ball control and good passing; it's beating your opponents to a mashed pulp.

Watch for a while and you'll see one or two players tackle the guy with the ball. They might go for a neck-snap, an ankle-crunch or the famous and popular punch in the throat. Whichever method they employ, the result is usually that they get the ball, rush towards the goal and ignore the remains of the player (who now looks like something out of World War Two).

Note, too, the amazing team-work when one side looks like it's going to score. Loads of players on the attacking side rush off into seriously useful positions, in

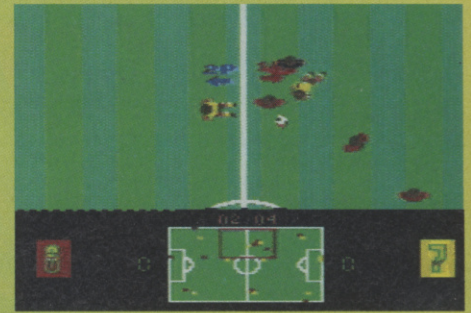
case the guy with the ball decides it would be better to whack in a cross or a quick pass.

Teque have put a lot of work into developing some Artificial Intelligence for the game. The result is that other players don't just run up the pitch towards the enemy goal when one of them has the ball.

They work out where the best position is and then make their way there (chopping down any opponents who happen to wander into their line of sight).

"Er, truly remarkable," as *A Question Of Sports* famous David Coleman would say. And for once, he'd be spot on.

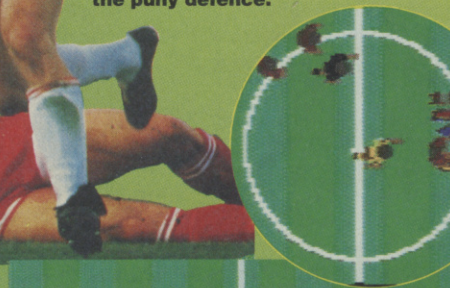
The yellow team rushes forward in a vain attempt to overpower the puny defence.



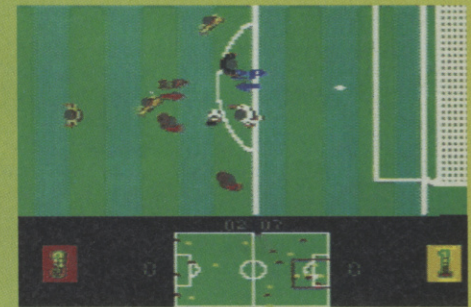
Two yellow players go down in a brutal display of violence. The other team is using the famous 'Boer War' charge against them.



Shoot from that range and you'd need a telescopic sight. Best to wait until you see the whites of their egg yolks



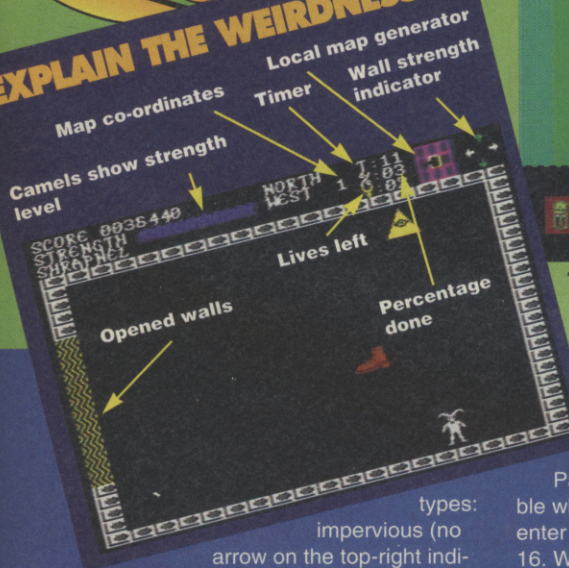
The old techniques are still the best. A good welly up the field will enrage your supporters in time-honoured fashion.



It's goalmouth action with Lineker, Hoddle, Pele, Rod Laver and WG Grace all scrambling for the ball like mad scrambling things.

DEMO

EXPLAIN THE WEIRDNESS



types: impervious (no arrow on the top-right indicator) - you can never get through these; locked walls (coloured camel on the indicator) - you need to find a camel-shaped key of the same colour; and normal walls (coloured arrow on indicator). You damage these by standing on the wall you want to open and zapping targets. The remains of these fall on to the wall and open it (after a

while). Some walls just need you to fire directly at them (check the wall strength indicator for the best way to open each wall).

Passing through open walls is only possible when they become active. When you enter a new room, a timer counts down from 16. When it reaches zero, all open portals become active (they start shimmering, too).

If you see any camels or goats on a screen, collect them. Camels are the keys out of some rooms, and if you can collect five goats you can damage the walls just by jumping on them.

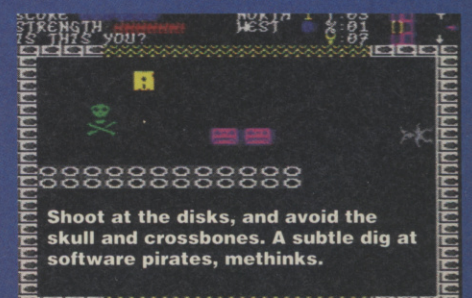
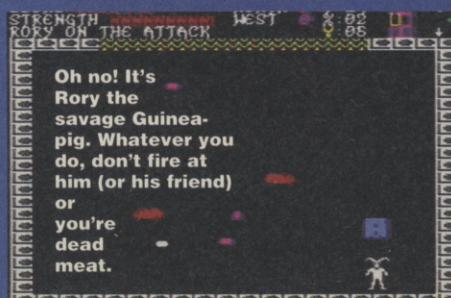
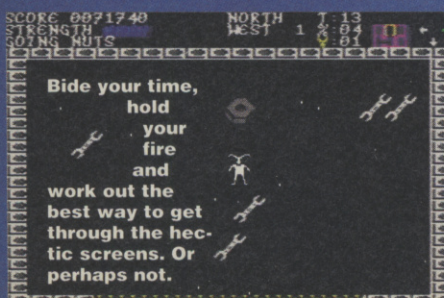
Hitting 'B' is a suicide measure. It kills both you and everything on the screen, and

gives you loads of points, too. Do it only as a last resort.

'H' is a help key. Hit it every time you enter a new room. It also pauses the game. But, most importantly, it tells you loads about the screen. 'D' toggles the drum sounds on and off.

And that's it. It's as weird as only Jeff Minter can make it, but it's also a great deal of fun. Jeff himself offers the following advice - don't walk into walls and do ease off on the firing. Some levels exist where no firing is allowed. Check the help function a lot and never fire at Rory the savage Guinea-pig.

Jeff's best score, by the way, is 83% completed and 3.4 million points. Beat that!



FULL
GAME

SOUTHERN BELLE

21ST CENTURY

Settle down because it's time to drive a train. Listen, and I'll tell you how. You have to get the Southern Belle, an old-fashioned steam engine, from Victoria in London to Brighton, in, er, Brighton. As well as your own steam, you'll need the following major controls to get there:

The Regulator. This mechanism controls the flow of steam to the cylinders. It has five settings (shown by the lever on the top left of the cab). Left is fully open and right is fully closed. When open, power is applied to the wheels.

The Cut Off. This also has five settings. It controls the time that steam is in the cylinder. Start off with 75%, then go down to 20% when you're running.

Vacuum brake. This has five settings, from light braking to emergency 'there's a herd of cows on the line' stopping.

Blower. It's off when it's pointing straight up. It's best to leave it well alone, really. Oh, stick it in about halfway first.

Injectors. These maintain the level of water in the boiler. Straight up is off, straight down is on.

Dampers. If you've got black smoke coming out of the chimney, then open these (downwards). Grey smoke means you have to close them (upwards).

Firehole doors. Er, let the computer control these. It's a bit complicated, really. In fact, the most sensible thing to do is watch the computer control everything for a while, and learn what you have to do.

But if you do get the hang of it, you will at least be able to say to all your chums that you could probably drive a real train if you

THE CONTROLS

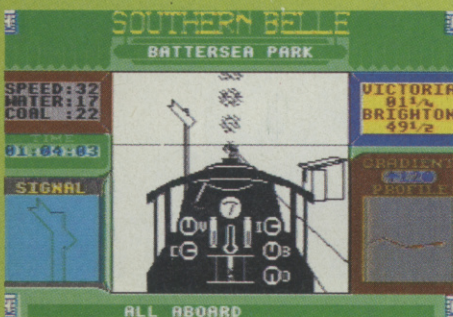
0
RETURN
1

Demo
High Speed Run
Training Run (1 again gives you limited control)

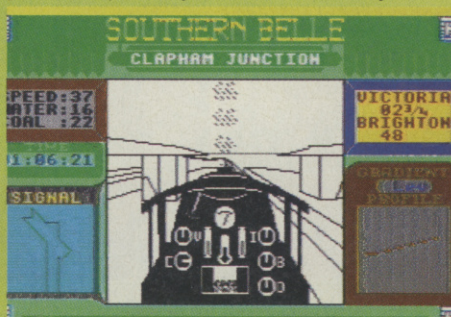
LOCO CONTROLS

Control	Increase/decrease setting	
Whistle	W	
Stoke fire	RETURN	SHIFT R
Regulator	R	SHIFT V
Vacuum Brake	V	SHIFT C
Cut Off	C	SHIFT B
Blower	B	SHIFT F
Injector	F	SHIFT D
Damper	D	

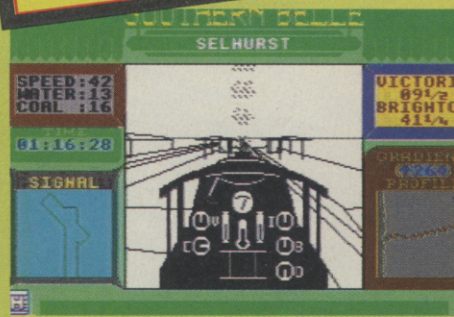
Accelerated/real time toggle	A
Smoke on/off toggle	S
Return to main menu	F1
Display train position	P
Display timetable	T
Acknowledge message	SPACE



Heading out of London, you can smell the birds singing in the trees, and hear the belching smoke.



Clapham, and the train is going about as fast as it can now. It'll get up to about 45 on the downhill bits, though.



All aboard the summer holiday express stopping at Brighton, Greece and Venus. The buffet car is now open.

OCEAN

Joystick in port 2

All over the world, people are saying (but in different languages) "Here, have you seen *The Addams Family* yet at the cinema? What a great film, eh? Pity about the not-very-good Hammer song."

But in a matter of only a few hours, they'll all be saying "Here, have you played *The Addams Family* demo on the CF Powerpack yet? What a great game! And no sign of



What you can't see here is the speed at which everything is whizzing around the screen. Be glad, cos it's dead frightening.

ADDAMS FAMILY

DEMO

Hammer!" And you, gentle reader, will be one of the first to play the astonishing demo. Enough of this meaningless blather. *The Addams Family* (demo) is a foray into that crazy, madcap world of Fester, Gomez, Lurch and a couple more.

The plot is simple. The Family have been evicted. Not surprisingly, really, with all that "doing what they want to do, saying what they want to say" stuff. But as well as all that, after being condemned for decades, their

house is finally to be demolished. This is where you come in. You play Gomez who has to wander around the various screens



DEMO

ARNIE



"Tanks a lot," laughs our Arnie, after he dies again.

ZEPPELIN

Joystick in port 2

It's not difficult to see why Zeppelin called their new game *Arnie*. I mean, just look at the scenario: a heavily armed man runs into a compound crawling with guards, tanks and machine-gun nests. He opens fire on them and wastes dozens. At the same time, he's shouting "Hasta la vista" and "I'll be back". I wonder who it can be?

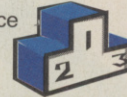
This totally playable demo gives you an idea of what it's like to be a looney with a gun. You land near the enemy base, and your helicopter buzzes off. All you've got at the moment is an AR15 assault rifle (and infinite ammo). This has a decent range, but not a particularly good rate of fire. It still kills tons of dudes, and can take out the odd tank, too!

As you move round, follow the small arrows on the floor. Be careful when dealing with the guards in their fortified bunkers. They fire a lot and are difficult to approach. In the full game, you can use flamethrowers and grenades to get these guys out.

What the demo does have, though, is the occasional M60 light machine-gun. If you see a yellow flashing weapon sitting

around after you've just shot someone, pick it up at any cost. It'll give you a faster rate of fire, more penetration and, er, well, it's just better, really.

It's a fun little demo, this one. Once you've had a good bash on it, rush straight to page 38 for the review



Our man bravely concentrates his firepower on the armoured vehicle blocking his way. I feel sorry for the folk inside, that's all.

Guard posts? Ha! Eat lead, suckers. Arnie gets off to an early start, the score.

Shoot the tank! The tank, Arnie! It's that big vehicle in front of you with the tracks.

Anyway, the game itself is very much of the perennial platform persuasion. But rather than just relying on accurate jumping, the idea is to learn some timing. Loads of spikes, ghosts, skulls and weird whirlwind things move up and down and from side to side. Nothing reacts to you, so when you're sitting in a safe place, you won't find any creatures coming to get you.

All the moving bits are carefully thought out (at least I hope they are!) to allow old Gomez through, but only if he moves and jumps at exactly the right time. The tolerance level of the game is extremely small. If you're a quarter of a second out, you'll die a horrible death (with no one to blame but yourself for it).

The whole thing is infested with baddies, but luckily you can jump on a lot of them. If you get it right, they die instantly and disappear. Get it wrong and *you* die. The skulls are the easiest to practise on. They're big, slow and easy to land on. Once you've got that sussed, try leaping on those whirlwind things. You can only do this when they pause their spinning antics for a second.



Gomez? Gomez? Wasn't he in goal for Coventry a few years back? (No. That's David Icke. Ed)

looking for members of his family to rescue before the demolition team gets them.

Whether he finds any depends on two things. Firstly, whether you're any good at it, and secondly, whether the demo is large enough to have any of the other Addams folk in it. Find out, then write in and tell us, because, to be honest, we haven't got to the end of it, even after hours and hours of playing.

PEOPLE ARNIE MIGHT BE NAMED AFTER

1. Arnie Rimmer. Hologram and annoying guy out of *Red Dwarf*. He doesn't kill people, though, so it probably isn't him.
2. Arnie Schwarzenegger. Big, muscular and partly made out of metal. It might be him, if it wasn't for the copyright probs.
3. Arnie P. Spectacle. Ornithologist, stamp collector and African mercenary. It's almost certainly based on this guy.

TAPE TO DISK

21
tape
to
disk

Do you have a disk drive? Nice, aren't they? But if you want to use it as well as just admire it, you can get copies of the CF Powerpack on disk for the little fellow.

To get your Powerpack disk, simply cut out the tape-to-disk coupon from the inside of the tape inlay card. Write your name and full

address on a piece of paper and send it with a cheque (payable to Ablex Audio Video Ltd) or postal order for £1.50 (which covers duplication and postage and packing) to:

CF21 Tape to disk
Ablex Audio Video Ltd
Harcourt, Halesford 14, Telford,
Shropshire TF7 4QD

ROBOCOD

Prepare yourself for the meanest, greenest, part machinest, er, fish in the world. RoboCod is coming to the 64. So perch on your seat cos eel cause a few ripples! We sent James Leach trout to skate over to the programmers' plaice to pond-er the creation of the only piscean with a licence to gill...

Somewhere in a secret underwater castle (with a No Fishing sign outside) there is a spy department called F.I.S.H. It's head, F, is under stress. In fact he's got a tench, nervous had-dock. All because of Dr Maybe. This arch super-fiend is cooking up a plot to rule the world or something. He's starting by mucking up Santa Claus's north pole-based plaything manufacturing operation. So F has to call his best agent! RoboCod to sort the mess out.

He's a jittery little character, is Robo. Whenever he's not moving, he wobbles from

side to side in an agitated manner. Just thought I'd let you know, because it looks smart. Anyway, you wander up to Santa's castle and enter one of the doors to the 10 levels.

Each level is based on a fun theme, like sweets, fluffy toys or Winter Olympic sports. You have to wander around trying to (a) collect all the bonuses, (b) knock over some penguins (or other aquatic creatures) to light up the exit and enable you to escape, and (c) find any secret rooms and special hidden bonus levels. There are loads of these all over the place, and the only way to discover



them is by trial and error. Hours of fun to be had here, then.

Even at this early stage, the 64 version of *RoboCod* actually scrolls more smoothly than the ST one. This is thanks to some excellent programming, and also to the 64's advanced screen-handling ability. The Cod himself waddles around very well, and has real inertia. This means that if he's running along and tries to stop suddenly, he goes skidding on for a bit. Like real life. If you don't believe me, try belting along a shiny corridor floor, and then stop instantly. And then lie still until the ambulance comes. See what I mean?

Although he's a secret agent, RoboCod doesn't carry any weapons. When it comes to killing things, he's got a special trick. As he's made up of large chunks of titanium, he's pretty hard. So he jumps into the air above any nasties, pulls himself into a ball, so just his armour is showing, and lands heavily on them. As you'd expect, this finishes them off.



This is the toy factory that Robocod has to save. Each door opens to reveal a theme world packed with a certain type of toy.



A series of background blocks that go to make up Santa's toy factory (Amiga). It's out of screens like this that games are made!



C64 killer teddies and lethal hippos. These are the foes Robocod must overcome. He is the 'fin' blue line!



ROBOCOD ON THE AMIGA

Okay, so it won't look *exactly* like this on the trusty 64, but it will have all the secret rooms, objects, levels and playability of the Amiga version. Stewart Green, the development manager, says that they have even improved on a few points, like the inertia and some of the bonus collection bits!

Robocod has also got one other incredibly useful feature. He can extend himself upwards until he reaches whatever happens to be above him. If he comes to a precipice or snake-infested pit or something, he just stands there and extends his upper body until it catches hold of the ceiling. His lower body then snaps upwards and he's free to wobble, arm over arm, across the danger. Once safely across, he can just drop down and wander off, free as a bird (well, more like a fish, in fact).

All this means that Robo rarely meets something he can't get past. This is all part of the game. He's not supposed to kill everything, including deadly end-of-level baddies. He's meant to be getting through to the last level. So he's quite at liberty to skip over any really tough bits, as long as he can continue with his explorations.

RoboCod is on course to be the smash hit of the summer. It seems to be the nearest the 64 has yet come to the wacky, overpriced world of the 16-bits. And it'll keep you inside on those long, lazy summer days, when you really should be out catching fish in cool streams and lying in the sun.

Game	Robocod
Publisher	US Gold
Release	July
Contact	012 625 3388

THE CODFATHERS

RoboCod is being written for the 64 by a bunch of clandestine characters known only by their secret first and second names. Stewart Green is the evil genius behind the whole thing, but the lethal coding is being done by Steve Williams. Dale Johnstone is the graphics hit-man and the look-out for the gang is a guy called Tony Hackett.

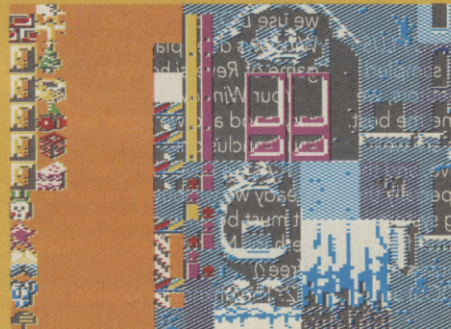
The CF team was blindfolded, bundled into the boot of a black limo and taken to see 'the team'. Big Stew, the boss, spoke:

"The guys who did the 16-bit *RoboCod* design said it was impossible to do on an 8-bit. We're proving them wrong. The 64 version is just as big as the ST or Amiga version, and has exactly the same map layout and number of baddies, objects and stuff.

"We've used seven (count 'em!) levels of compression to get the biggest



Sweetie world is a dentist's vision of hell! Robocod must use his power to escape the evil eclairs, dodge the deadly doughnuts...



The same background (see bottom left centre pic) but this time on the C64. Not bad eh!

chunks of data into the 64. The best thing is, it hasn't affected the game's speed, so everything still happens with storming rapidity.

"Even now I still can't believe how big the game is. There are 10 levels, each with a theme (like sports, toys, sweets and stuff), and there are between 5 and 11 sections per level. Each section is about 35 screens, so we're talking about a monster of a game.

"It plays like the 16-bit versions, too. It's not too difficult, purely because it's so huge. The skill is in getting through it without losing your lives stupidly, rather than being murdered by all sorts of impossible-to-beat baddies.

"Also, all the animation from the other versions is included. What you're getting is a game which, apart from the graphics and sound limitations, is an exact copy of the vastly more expensive Amiga and ST versions. So hooray for the excellent 64, basically!"

SNIPPETS

GAMESMASTER

The smash hit TV computer game show *Gamesmaster* will be returning for a 26-show series this autumn and the producers are looking for contestants, reviewers and folk to enter their game-busting Consoleation Zone. If you want to get your face on the box, then write to Gamesmaster Stardom, PO Box 91, London, E14 9GT with the following details:

- 1) Your fave game (and hi-score, if applicable).
- 2) Background details (your age, phone number and address).
- 3) A recent photo - of you!
- 4) Which computer(s) you use.

And if you just want to be in the audience, write to them, marking the envelope "Tickets".



PEEP POWER

In CF20

Gremlin asked you if they should program Nigel Mansell for the C64.

Thanks to your phenomenal response, we can now announce that they have started work on the program. Well played everybody who wrote to Lord Gremlin demanding their chance to drive like a nutta' with our Nige'.

TOKYO JOE

Before he leaves for the land of the rising sun, Gary Lineker (gawd bless 'im) is putting his name to the *Gary Lineker Collection*. Not surprisingly, it's a collection of all the Gary Lineker games ever written - like *Italy 1990*, *GL's Hot Shot*, *GL's Superskills*, *GL's Superstar Soccer* and *Fly Fishing* by GL Hartley

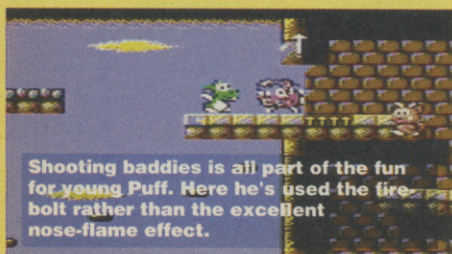
(are you sure about this? - Ed).

The compilation will cost £9.99 (cass) and £14.99 (disk)

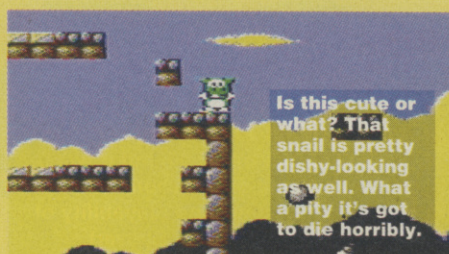
and will be available from 13 May 1992. We had to include

this or else US Gold said they'd make James cry!





Shooting baddies is all part of the fun for young Puff. Here he's used the fire bolt rather than the excellent nose-flame effect.



Is this cute or what? That snail is pretty dishy-looking as well. What a pity it's got to die horribly.



Easter Island, sort of. Puff lets go with one of his famous twirly fireballs, aiming directly at, er, thin air, apparently.

DJ PUFF'S VOLCANIC CAPER

You know those adverts on telly showing the cartoon dragons with bad breath? Well, I can't help thinking of them whenever I see DJ Puff. Never mind.

The DJ (as he's known) originally started out under the name of Little Puff (because he was so small, I suppose). He was incredibly cute, but those groovin', ravin' CodeMaster chaps thought he wasn't hip and rad enough. So they changed his name to DJ Puff, gave him an interest in so-called 'popular music' and sent him out on a new mission, designed to appeal to the chillin' youngsters of today.

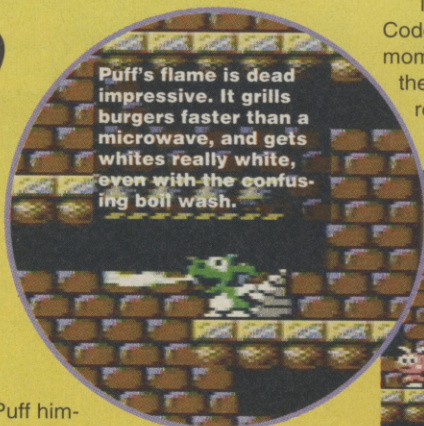
The idea is this. Captain Krip, a gorilla by all accounts, has banned people from having a good time. No, really. To this end, he's confiscated Puff's record collection. Instead of buying some more, Puff immediately sets off to collect them again (thus breaking the law).

His records are scattered all over the volcanic island where they both live, and once the MC DJ Puff gets his 'plattas' back, he is set to run into the gorilla. You guessed it - showdown time.

If we callously rip away the trendy hipness of this little fable, we find a platform game lurking underneath. But before you say "Oh no! There's a platform game lurking underneath. I knew it!", let me just tell you

that it looks like it's going to be a completely storming platform game.

Take Puff himself, for example. He is an incredibly excellent sprite. We're talking really cute here. In fact, someone has put in a serious amount of thought to the sprites in the whole game. Squint and you could be looking at an Amiga screen.



Puff's flame is dead impressive. It grills burgers faster than a microwave, and gets whites really white, even with the confusing boil wash.

"Oh no! There's a platform game lurking underneath. I knew it!"

too fast, and DJ Puff flaps his little wings as he flies around, making him even more controllable.

This doesn't mean that the game will be a cinch. The baddies shoot back, they're tough and they guard all the difficult platforms. So they have to be taken out. How? Well shuffle a little closer, wipe your nose and I'll tell you.

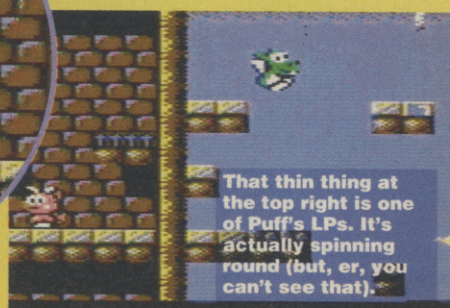
Being a dragon, Puff can breathe flames at people. This tends to incinerate them pretty effectively. He can also blast boomerang-shaped firebolts which damage

them severely. He can (and this is the best bit) collect extra weapons as well, such as bombs. So we've got one mean dragon here.

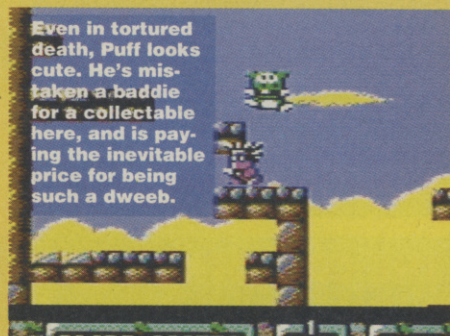
What else? Oh yes, the music. You know how some games have music that you simply have to hum all day long? Well DJ Puff's Volcanic Caper is like that. It's got a completely ace soundtrack, which you find yourself bopping (as I believe the phrase is) along to as you play. Why don't more games have excellent, addictive music anymore?

I know there's an entire regiment of CodeMaster characters attacking us at the moment, but how can we complain when they're as good as DJ Puff? Look out for the review in the next gold-plated copy of CF!

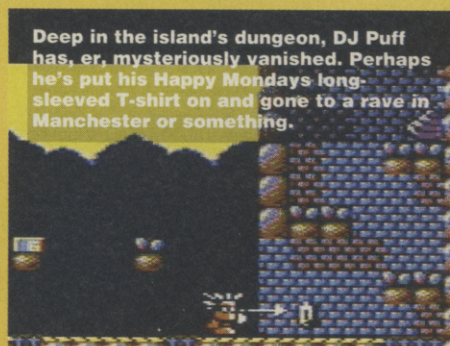
JAMES LEACH



That thin thing at the top right is one of Puff's LPs. It's actually spinning round (but, er, you can't see that).



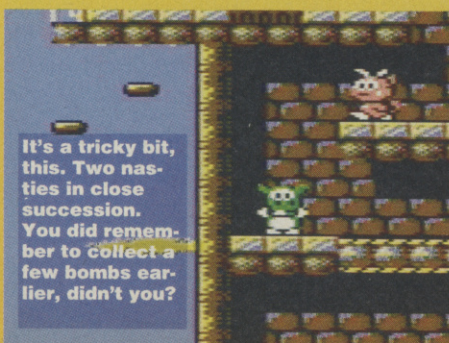
Even in tortured death, Puff looks cute. He's mistaken a baddie for a collectable here, and is paying the inevitable price for being such a dweeb.



Deep in the island's dungeon, DJ Puff has, er, mysteriously vanished. Perhaps he's put his Happy Mondays long-sleeved T-shirt on and gone to a rave in Manchester or something.

THINGS THAT CODEMASTERS PROBABLY FIND TRENDY

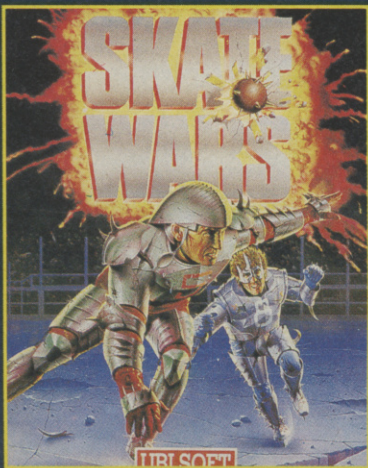
1. Trainers with that strange disc system instead of traditional laces, which have been used effectively for thousands of years.
2. Teenage Mutant Hero Turtles.
3. Alan 'Fluff' Freeman.
4. Deely boppers.
5. Nirvana. (Wait a mo. Nirvana are trendy! - Ed.)



It's a tricky bit, this. Two nasties in close succession. You did remember to collect a few bombs earlier, didn't you?

Game	DJ Puff's Volcanic Capers
Publisher	CodeMasters
Release	July
Price	£3.99
Contact	0926 814 132

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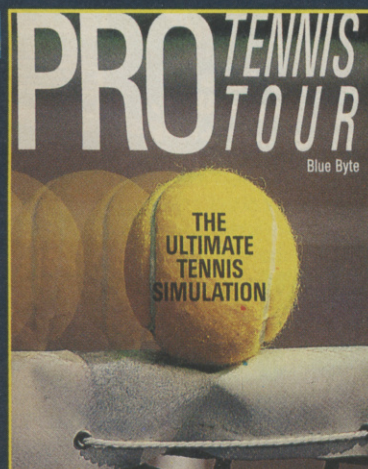


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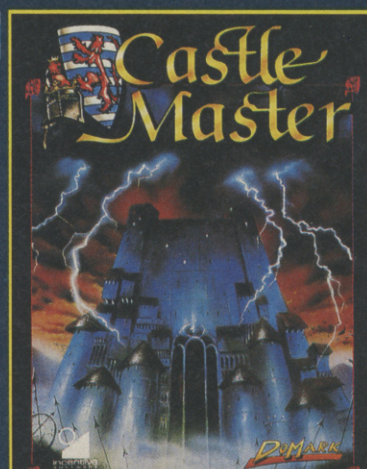
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Next month's *Sega Power* (the magazine with bags of Plymouth Argyle) makes hay while the sun shines in the six yard box! There are some wicked FREE earphones on the front too!

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Er... quite remarkable! Tecmagik's Master System footie game! Er, Brian...

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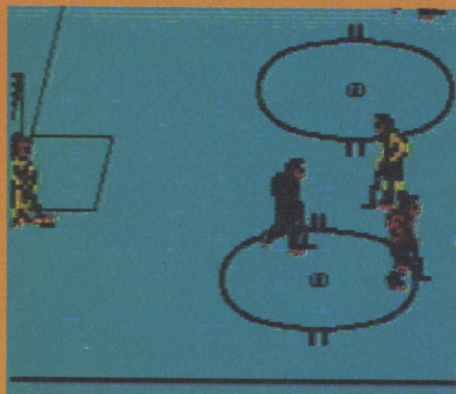
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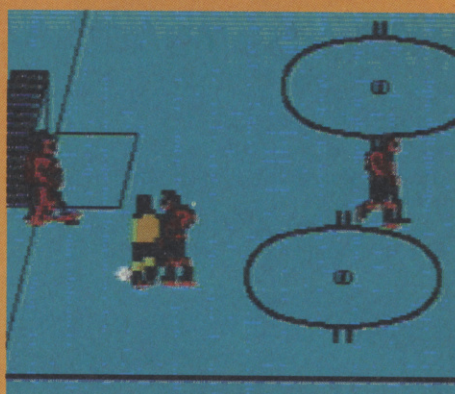
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June issue on sale on Thursday 7 May. We've booked it to be sunny, so you'll get a tan on the way to the newsagents too.

Pukka!



Steady on, Trevor. You'll wake the baby! What? You mean the baby is supposed to be playing in goal for Sweden!



Despite being born with no neck, Ernest could score dangerously fast ice-hockey goals with the best of them.

ICE HOCKEY

Watching the ice-hockey on *Grandstand* occasionally is a real high-point in my otherwise sad and shallow existence. The best matches are always between Sweden and Canada. They just degenerate into fighting, with the ref getting crushed to death on the ice as the padded gorillas whack each other with their sticks.

And this violent mayhem is coming to a C64 near you! Even as we speak, those

canny wee Geordies, Zeppelin, are slaving away over their hot keyboards, getting *Ice Hockey* into shape.

The idea is simple, as are all the best ideas. Slide your way over the slippery, freezing pitch to the opponent's goal, and shot-gun the ball through the goalie's ribcage and into the back of the net.

But trying to stop you from doing this is the dratted enemy. They get in the way, try and take the ball from you and, while they're about it, try and smash your head in. Well,

they don't hit you in the version we've seen of the game, but let's hope that extreme violence is added in later.

There's a one-player and two-player mode included, and the computer can be set to amateur or professional. This makes a difference to how long you remain hospitalised after the match.

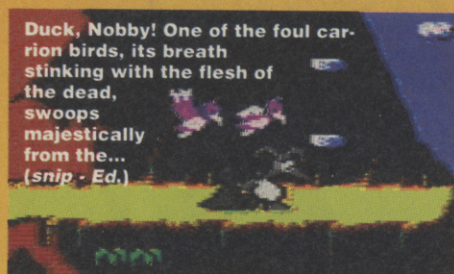
It's 3D, it's fast and it's shaping up to be an excellent game. If Zeppelin could only add the essential unsporting aggro, we could be looking at a corker the size of Shepton Mallet.

JAMES LEACH



Dr Gilbertson was delighted at proof that his light bluey-green ice could hold the weight of an ice-hockey team.

Game	Ice Hockey
Publisher	Zeppelin
Release	July
Price	£3.99
Contact	091 385 7755



Stop sniggering. Nobby is a perfectly acceptable nickname, and doesn't mean anything rude. Aardvark, however, means toilet in Spanish (fnnrk fnnrk).

Anyway, you must guide Nobby to his promised land, amusingly called Antopia. The joke here is that aardvarks eat ants, and in Antopia our hero will find grilled ants, fried ants, lightly buttered ants and even ants-on-a-stick. Yum.

As you wander along the levels the idea is to look for four parts of a time transporter. This is your ticket to Antopia. But as you search, you also get to eat a fair few ants. Instead of chasing those individual workers that scurry around carrying small dead things, you simply stick Nobby's head into an anthole and watch him Hoover up all the little chaps.

Nobby is armed with an endless supply of sticks to throw at baddies. He'll need them

NOBBY THE AARDVARK

because there are loads of other creatures determined to stop him getting past. Vultures, bears, snails and various unidentifiable animals all conspire against our cute hero.

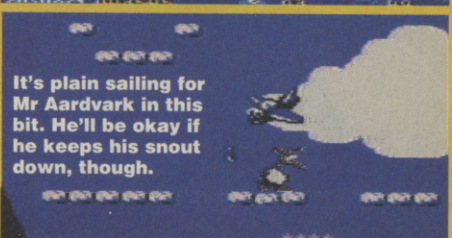
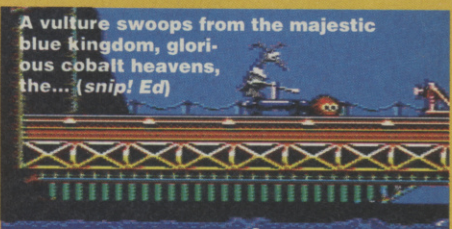
Helping Nobby as he wanders around the levels are such devices as a hot-air balloon, a railway hand-cart and, er, some other things. I'm not sure what. But I am certain about the

levels. There are eight of them in total, ranging from the railroad through to the sky level, Atlantis (where have I heard that name before?), Space and even Ancient Greece.

The graphics and playability will simply knock you out. Nobby looks just like a cartoon character, especially Cyril out of

The Raccoons. And you have to see the animation to believe it! Make sure you check out the demo of *Nobby* next month, and the full review after that. It'll be jolly good, we promise you!

JAMES LEACH



Game	Nobby The Aardvark
Publisher	Thalamus
Release	August
Price	£10.99 (cass), £14.99 (disk)
Contact	0734 817 261



DUCK & COVER!

The deadly CF scanner shows any incoming games. The nearer they get to the centre, the closer to a ground zero mega review they are. It's chilling, in a post-apocalyptic way...

BATMAN RETURNS

Konami

Everybody's favourite cape-wearing, Gotham-based flying mammal is on his way. You read it here first!



HULK HOGAN - SUBURBAN COMMANDO

Alternative

Not only is he huge, but he claims to have the largest arms in the world. This may be doubtful, but what is clear is that Hulk Hogan is going to try and fit himself into your 64 soon.



MC KIDS

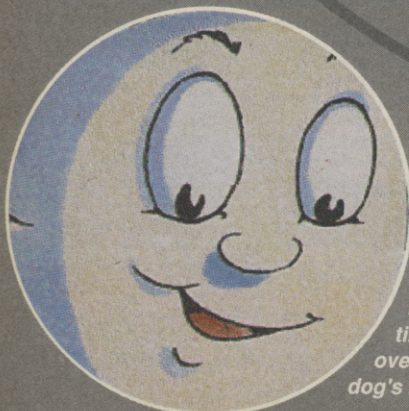
Virgin

Respect! The Kids are into McDonalds food, big baseball caps and huge trainers.



DIZZY AND THE LOST TREASURE OF THE YOLKFOLK

Success has egged the Codies on to do yet another Dizzy game, this time with undeniable Indy overtones. But will it be the dog's knees?



HÄGAR THE HORRIBLE

He's a Viking, he's horrible and, er, he's called Hägar. You've seen his hilarious antics in the papers, but soon you will be able to play the equally hilarious game on your trusty 64.



Summer is nearly upon us. The evenings are light, the birds are tweeting, and a soft glow is cast from the nuclear power-stations across the land. Predictably, the CF crew's thoughts turn to anything but work. So what will they spend their summer holidays doing?

Bits'n'Bobs

Commodore Format's review system is as simple as can be. There's none of that tricky hard-to-follow nonsense here. Each review is packed with as much information as you'll need to decide if a game is for you, and it will help you get started playing.

At the end, you'll find a straightforward ratings system that tells you exactly what's good about a game, and what's not so hot...

POWERPLAY

TRENTON WEBB



A keen scuba diver, Trent told us, "I'm off to the Med for a spot of sub-aqua japery. There's a gorgeous bay in the warm waters around Malta with its own out-flow pipe. You just submerge near it and watch as the contents of Valletta's toilets float gently past. It's amazing what they flush away, those Maltese."

OLLIE ALDERTON



"Hooray," said Ollie, "I'm off on a Club 18-30 holiday to Spain. I'm really interested in 19th Century Spanish history, and 1830 was a fascinating year. There was a revolution, two riots and a food shortage. It's going to be a real historical and cultural feast. I only hope it won't be spoiled by any British tourists!"

JAMES LEACH



"It's got to be Antarctica. I heard that global warming has made this a very hot and sunny undiscovered paradise. And they're holding the Olympics there, too. The flights aren't very regular, but I couldn't believe how cheap they were. I can't wait to watch the Games and soak up the sun!"

LISA NICHOLLS



"I'm off to Barbados. I go every year cos I've got a small villa there. I have my own private beach, a jetski and a Ferrari F40 as a run-about. Hmm. This year I think I'll take Jason Priestley (out of Beverly Hills 90210). Luke as well, if he wants." The sad thing is, readers, Lisa actually does have all these things.

ROGER FRAMES



"Bah! Mum's making me spend all summer hols in the bathroom. I haven't been in there since I was three. I told her I was allergic to soap and water and she foolishly believed me. But after watching a Horizon programme about it, she now knows I was lying all along. Rats. I seem to have been foiled again!"

CATHY PARNHAM



"I'm going to see the entire works of Shakespeare performed at Stratford-upon-Avon. In fact, I'm starring in most of them. I'm playing Hamlet (the mild cigar) in A Midsummer Night's Tempest. I only hope I can remember all my lines. I've got to learn 1.4 million of them before the end of June."

ANDY ROBERTS



Andy's mum told us he was off on a fact-finding tour of Russian nuclear power-stations. "I told him to be careful," she said, "he's to wear a thick cardy at all times. We don't want him getting any germs. Oh, and he's to bring back a glowing lump of plutonium to put beside his bed to use as a nightlight."

STEVE JARRATT



"I'm following James to Antarctica. I'm amazed he believed all that rubbish I told him about it being really hot and sunny. And he really thinks the Olympics are being held there! I want to see the look on his face when he gets off the plane wearing shades and Bermuda shorts and the -40° snowstorm hits him!"

CF RATINGS

When you arrive at the end of a review you'll see one of these egg-timer shaped things. At the top will be the game's poor points, and at the bottom its strong points. The shape of the ratings box depends on the mark it achieves, so there's plenty of room to detail a good game's strong points, and vice versa.

The highest rating a game can get is 100 per cent, but none ever has.

If you see a game review featuring this symbol, it means it's rated more than 90 per cent, so it's an 'official' corker and could well be worth a good look.



GAME ICONS

To make life easier for you we've knocked together a few 'tell-at-a-glance' icon thingamajigs so you can tell at a glance what standard feature each game contains. They are:



FACE – Number of players. The more heads, the more people can play.



KEYBOARD / JOYSTICK – A bit obvious really. It signifies the control mechanisms.



MOUNTAINS – If you can see a mountain, it means there are difficulty levels.



OCTOPUS – Multitask, the game is in bits if the octopus appears (tape users beware).



GOALIE'S SHIRT – This means there's a save option available (groan).



BLOCKS – You can prove to all your friends how good you are at a game by using a hi-score table.



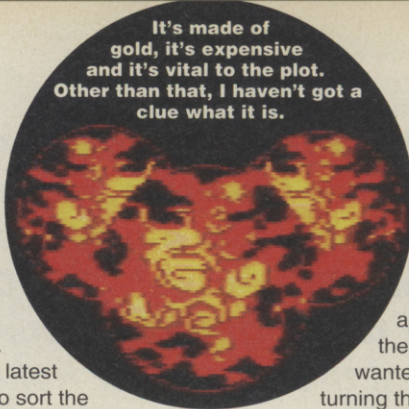
PAWS – Yes, we're afraid that really is what it means. There's a pause mode.

The first thing you get to see when you load up *Indy IV* is a sort of cartoon strip. Nine frames of arty pics, which combine to give you the background to the game. It's a neat movie-ish idea, that's for sure. What has happened before you join our plucky heroes is pretty straightforward, and is actually nothing like the silliness printed at the bottom of these pages. I made all that up.

Of course, the Nazis nick the Orichalcum. They also pinch a little statue thing that happens to be sitting around. Then they all disappear off to Atlantis in a cloud of dust and evil German cackling.

It's left to Indy and his latest chum, Sophia Hapgood, to sort the whole thing out. Luckily, Sophia is an expert on Orichalcum (*despite being a weedy girl - Roger*). So it's your privilege to control both Sophia and Indy in their

It's made of gold, it's expensive and it's vital to the plot. Other than that, I haven't got a clue what it is.



to one of the four possible directions you want to go, then push forwards on the joystick. Sounds simple, but it actually takes some getting used to. For ages I found myself tugging the joystick in the direction I wanted to move, rather than turning the person to face that direction by moving the joystick sideways, then walking forwards (if you see what I mean).

In fact, I still think that the movement is a bit awkward. It's dead annoying when a Nazi comes up to you and picks a fight, because you can't just turn away (the computer won't let you while you're in the middle of some

INDIANA AND THE FATE OF



Harrison Ford doesn't need the money, so he's not making Indy IV. LucasFilm and US Gold certainly wouldn't mind the money, so they've gone ahead with the game as if it were a mega film-licence. But our soft-hatted, dewy-eyed James Leach is forced to ask, "Is it as good as a really good thing?"

Orichalcum. That's what *Indy IV* is all about. Orichalcum is a precious metal that glows in the dark, or something. It's also incredibly dangerous, and if you've got steady hands, you could probably make a massive bomb out of it and an old baked bean can.

The other point you need to know is that the year is 1939 (just before the War, though) and every location is crawling with Nazis. Traditionally, Nazis have always been interested in blowing things up, so when they heard about the Orichalcum, they came tooling over like eager, hyperactive bees round a particularly luscious honeypot.

quest for Atlantis. You do this by swapping between them at intervals. The person you're not controlling seems to freeze and cannot be harmed in the meantime.

Each level seems to be packed with objects, obstacles, evil Nazis

Everything in the game is viewed from a 3D perspective. To move around, you simply rotate the character



Occasionally, subtle clues appear when you're doing well.

combat). So if you'd rather run away than stand and fight, you've got to waggle the stick back and forth like mad to get free of the evil German menace.

Apart from this, the 3D movement works fairly well, although when you walk to the edge of the screen, you have to wait a few seconds before a new bit is drawn on. The same thing happens when going up and down stairs. It's only to be expected, though, from something this complex.



Sophia Hapgood's office. Well, not so much an office as an under-stairs cupboard where the Hoover and attachments live. Sitting there in darkness (no lightbulb, you see), Sophia can hear sinister footsteps approaching...



It's Indy Jones. And he's brought his prize dobber - a marble the like of which Sophia has never seen. "It doubles up as a bowling ball as well," Indy explains. He's also brought a little statue which fell into his Cornflakes that very morning.



Just then, Indy's bearded twin brother Cindy bursts in and pinches the statue. Because it's dark (and they're snogging or something), Indy and Sophia don't notice this blatant theft. Cindy rushes out with the statue under his arm.

THE LOST ATLANTIS ADVERTISER & GAZETTE

No 3467787

Atlantis destroyed by fire & flood, 100s of pounds worth of damage done
Yesterday, at about 2.30pm, a freak flood, earthquake and volcano combination hit the normally quiet city of Atlantis

Our reporter spoke to the Mayor of Atlantis. He told us, "This is a sad day for the tourist industry here. People visited Atlantis because it was clean and tidy. These lava flows and falling buildings look messy. No one in their right mind would wish to get away-day in this carnage." Police say that the damage might be the work of a band of Gods. These characters have traditionally waged war on us little people, but curiously, never show eyewitness. Mrs. Hilda Pseudonym. "I blame the Gods. Who else could cause my house under one hour? Yes, it's divine intervention, all right. My husband, Susan was in the war you know."



Atlantis yesterday. One observer was heard to report "It looks like High Wycombe before they built the ring road". Another said "Drat! I forgot to set the video to record 'You've Been Framed' with that popular jokester, Jeremy Beadle."



THE LOST ATLANTIS

THE TRUTH BEHIND ATLANTIS

Well, actually, there isn't much truth about Atlantis. It's all a big myth. But it's an interesting one. The most common idea is that somewhere in the mid Atlantic, there was an island which had a beautiful city on it. This city was a cross between gorgeous, golden Bath and High Wycombe. Its citizens were prosperous and happy (except in summer, when large groups of French people invaded it. They all babbled loudly in the streets, crammed into public telephone kiosks and wore green corduroys and brightly-coloured luminous rucksacks).

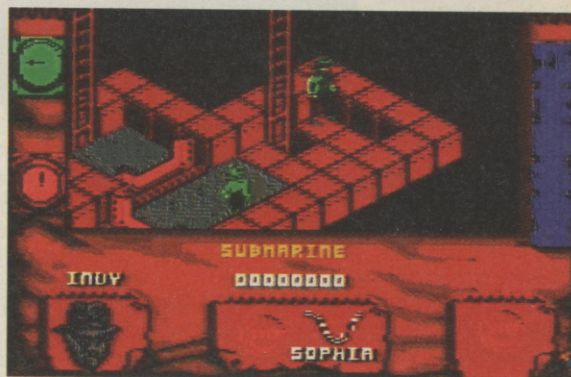
Legend has it that either a large meteorite hit the city, or a volcano suddenly rose out of the sea and burped lava all over it. Either way, within seconds, Atlantis was transformed into something that looked like Port Talbot.

Minutes later, the remains of this mess sank into the sea, and an entire culture was lost. Also missing were 300 French kids and their teacher (who wore John Lennon glasses and had a really big Adam's apple).

No one knows the truth behind the legend, but to this day, ships sailing round the Bermuda Triangle occasionally spot luminous rucksacks and weird espadrilles drifting to the surface. Perhaps these prove the existence of the lost city of Atlantis...

Inside the sub, right. Indy must find a cunningly-concealed bomb. If he can't, he'll have to swim to Atlantis.

Left. It's a very pretty island, Mr Jones, but is it the one with the Nazi hiding-place under it? The only way to find out is to go there and have a jolly good rootle around. If some nasty men come out and start shooting, it's Atlantis all right.



There are nine levels in total (so we're talking about a major multi-load here). The Casino is the first level. Here you wander around and get hassled by lots of Nazis (as well as trying to play roulette and find the odd clue. Bit difficult, this, so we'll skip over it). The Naval Base is next. In an ideal world, you should be looking for a large grey submarine-type



object here, but there are so many distractions and Nazis around that, unfortunately, it doesn't always work out that way.

Once you're on the sub, you've got to find a bomb.

Tsk. It never rains but it blim-min' well pours, eh readers?

Okay, so you've found the bomb, disabled it and are chugging gently out

WWUMP



Cindy's friend, Peter, also bursts in. He's got a gun but doesn't know how to use it properly, so he thumps Indy on the bonce with it. Meanwhile, Cindy revs up the evil Nazi bubble-car outside, ready for a quick getaway.



On the way out, Peter waggles the Cornflake giveaway toy in Sophia's face. This triggers her latent fear of voles, and she has a quick panic attack. She leaves the cupboard and hurries off to Boots for some special ointment.



Meanwhile, the bruised Indy dreams of Atlantis, the mystical software house responsible for Zoomerang and Moontorc. He knows his destiny is to go there (and see what they've currently got in development).

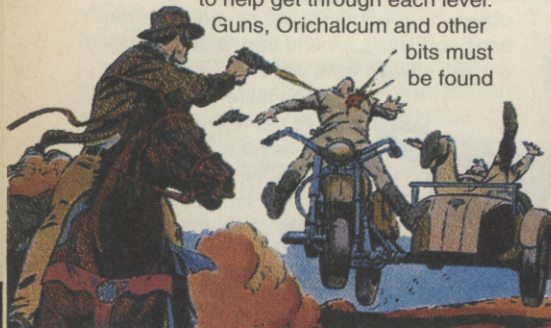
to some rather pretty islands on the distant horizon. You've got to choose the right island though, else you'll just be wandering around wasting time.

And, as if by magic, you reach Atlantis. As you might expect, Atlantis is the final level. Lots to see and do here as you fight (yes more) evil Nazis. You've got a nasty time limit to beat as well. The seconds are counting down dramatically towards the ultimate final destruction of Atlantis. So, er, get out as quickly as you can. That would seem to be the best move.

Indy and the Fate of Atlantis is not a small game. That much is pretty obvious. Each level seems to be packed with objects, obstacles, evil Nazis and chocolate. It appears that old Indy has a bit of a sweet tooth. He thrives on chocolate. In fact, the chocolate he eats helps restore his ailing health and rot his teeth, because when he's been fighting evil Nazis, his health bar gets depleted (owing to their punches, kicks and thumps). So a large block of Galaxy or Milky Way gets him right back up to full strength.

Obviously, you need to collect other tools to help get through each level.

Guns, Orichalcum and other bits must be found



Sophia fights her way through the casino. No one here seems very interested in gambling or having fun, though. Strange.

The graphics are very impressive. Indy IV oozes quality

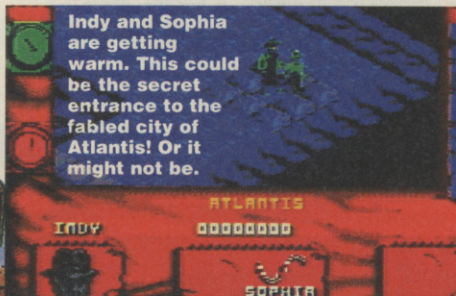


I'd like a return ticket to Bromley, please. Non smoking, of course. Oh, and a handgun as well, if you've got one.

before you can get any further. Many are obvious, only because they're huge items which don't occur anywhere else on the level. So there's a lot of incredibly fiendish puzzling, as well as some not-quite-so-fiendish exploring to do.

The graphics are very impressive. *Indy IV* oozes quality (as you might expect from a LucasFilm production. I mean they're not exactly known for skimping on things, are they?). Anyway, you can view the 3D from various points, like *Ant Attack* on last month's cover cassette, and everything seems to be finished with a high gloss. Even after playing for ages, I still don't like that movement system, though.

Everything is pretty fast, as well. There is the odd delay when you swap screens, and there's a fair bit of disk/cassette accessing too. But it's the sort of game that has to load



Indy and Sophia are getting warm. This could be the secret entrance to the fabled city of Atlantis! Or it might not be.

tons of stuff in, so you can forgive it (especially if you're young and can afford loads of time to sit and wait for your 64 to munge away at its data).

Overall, *Indy IV* isn't quite worth a Corker. It's a bit too tough and daunting. You can easily get lost, and half the time it's difficult to know where you're supposed to be heading. Combine this with the icky movement system (which requires you to have a decent joystick, in my opinion), and you are talking frustration on a pretty large level. But persevere, and it improves as you get the hang of it. There's a lot to see and do, and once you get into the swing, it's as big and exciting as the films themselves are.

JAMES LEACH



Game	Indiana Jones and the Fate of Atlantis
Publisher	US Gold
Cassette	£16.99
Disk	£11.99
Release	Out now
Contact	021 625 3388

POWER RATING

THE DOWNERS...

- Rather finicky movement system.
- A lot of multi-loading and computer processing time slows things up.

100

84%

- Well thought-out 3D system.
- The levels are big and great fun to explore.
- Having both Sophia and Indy under your control is a challenge, and a lot of fun.
- Excellent intro sequence really gives you the Indy flavour, and sets the plot.
- You can swap the 'camera' angle to see what's going on more clearly.
- The other characters chase you, rather than follow a pre-programmed path.
- There's a fair bit of puzzling to do as well.

...AND THE UPERS

0



Atlantis Software, High Wycombe. The evil Professor Rufus Plook is hard at work on a revolutionary fold-away tennis court. He prefers it to working in a normal office.



Peter and Cindy have the Cornflake toy valued on the *Antiques Roadshow* (Sunday, 5.50pm, BBC1). Hugh Scully is flabbergasted at the intricate Pre-Raphaelite injection-moulding.



They discover that if you press its ear, it emits a squeaking sound. "It sounds like a small mammal. A stoat, possibly," Hugh murmurs. He's not far wrong; it's a vole's mating call...

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GameBusters

If Prince Clumsy has you held to Ransom, or you're in a jam, then write to Andy Roberts at: Dear Gamebusters, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

RANSOM

(GAC Cover Game)

If you found this nifty game lurking on Side B of the *Graphic Adventure Creator* cassette, then you might like the full solution supplied by Ms K. J. Pratt and Daniel Jocelyn...

Get LAMP, light it, East, South, get RAT, North, East, East, examine TREE, get KEY, West, West, South, unlock DOOR, East, drop KEY, get GOLD, West, North, West, and you've completed the game - easy.

PRINCE CLUMSY

(Codemasters)

If you fancy racing through this neat arcade adventure, here's the solution. Unfortunately, the reader forgot to include his/her name and address. So let us know who you are.

From start screen, go right, jump on moving bricks, right again, fall into water on to first block, jump on third block, then jump right on to bottom block. Go right (avoid cannonball), right again and collect treasure chest for extra points. Jump right into next screen, right again and through door.

Next screen, jump left and collect key. Go back through door, go left, left, left, left, jump up blocks, right, right. Use key to open drawbridge (walk up to it), go right, up, right, and up branches of tree until you reach doorway. Go through doorway, left, fall down on to next ledge, then fall all the way down (moving right as you descend) and collect key. Go on to moving block, then jump on to next yellow ledge when you reach the top. Keep jumping left to arrive back at screen with doorway, go through it, go right, right, and collect food.

Drop down on to next branch and collect axe, then fall down and collect treasure chest. Go right into next screen, right, jump river, collect chest, right, collect food, right, right, use key, right, enter door, collect shield (for invincibility), right, right, go through door, collect dagger, jump left on to table, then go left and fall down. Collect food and key, go right, right, through door, left, left, through door, right, use key, right, collect food, jump on to roof, right, jump on to next roof (on next screen), down, collect food, right, right on to bridge, right, jump bridges on

to moving brick, jump right off brick on to bridge, then fall down on to next bridge. Jump on to moving blocks, then on next bridge.

Go right into next screen, right, right, right (into screen with castle walls), keep moving right and collect key. Go left, jump up castle walls, and enter doorway. Go left, use key, left, left, jump up through door, right, right, jump on to moving block, then off on to second block when you reach top. Jump left on to yellow wall, enter doorway, right, right, up

white blocks into next screen, through door, left, through door. Go up white blocks to next screen (castle ramparts), left, on to roof, stand on left-hand edge of roof. Jump left, collect weapon, fall down, right, right. Go to doorway at top of castle steps.

Enter doorway, left, left, up through door on to castle wall, right, and on to moving block as before. Go left, on to yellow wall, left, through door, right, right, up white blocks, through door, left, left, through door, up white blocks, right, on to ramparts, right, get key.

Jump up pressing fire to warp to top of castle wall, right, move down slightly on to lower wall, right, jump gap, jump right into next screen, on to roof, fall down on to small brick, left, use key, then walk left to free damsel in distress and complete the game!

"Stuck! Stuck! Stuck! On every game my seven year old son possesses. What exactly are you supposed to type into the computer to enable the 'POKES' to succeed?"

"I have read that you can type them into the computer, then SAVE it, RUN it, etc, but I don't know how. Please could you send me exact details of what to do as it will make my life a lot easier."

Mrs M Clavis, Liverpool.

There are three types of POKES: Reset; Action Replay (or cartridge); and listing. It seems to be the 'listings' you are stuck on. On the Framebusters page, for example, the *Sheep in Space* listing (Powerpack 19) is for infinite lives and shields. This is what you do:

1. Turn on the C64, and have the Powerpack and a blank cassette ready.

2. Now type the listing into the computer exactly as printed in the magazine (pressing RETURN at the end of each program line). Line 1 will probably spill over on to another line - this is fine, just press return at the end of the line as normal.

3. When you have finished typing in the listing, put your blank cassette in the tape recorder and type SAVE"SHEEP",1,1 followed by return. You don't have to call it 'sheep' - you can specify any name you wish, up to a maximum of 16 letters.

4. When the program has finished saving, type RUN, followed by return. If all is well you should be able to choose infinite lives/shields, and then the message 'PRESS PLAY ON TAPE' should appear. Simply insert the rewound Powerpack and press play on the tape recorder - the game will

```
0 REM SHEEPY CHEAT BY MARTIN PUGH
1 FOR X=516 TO 554:READY=C+V:POKE X,Y:NEXT
2 IF C<>4431 THEN PRINT"DATA ERROR":END
3 INPUT"INFINITE SHEEP Y/N";AS:IF AS="Y" THEN POKE 540,173
4 INPUT"INFINITE SHIELDS Y/N";BS:IF BS="Y" THEN POKE 542,173
5 POKE157,128:SV$516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,072,077,080,169
12 DATA 002,141,113,009,076,230,003,169
13 DATA 206,162,206,141,106,133,142,211
14 DATA 131,142,032,132,076,027,008
```

load automatically with the specified cheats.

5. If the message 'DATA ERROR' appears, however, recheck all the DATA statements for any errors. Any other error message means that you have incorrectly typed one of the lines.

Switch the computer off then on again, reload the listing using LOAD"SHEEP",1,1 (NOT shift/run-stop) and recheck the program. **Re-SAVE** the listing when you've corrected it!

6. If all else fails, compare your program with the picture illustrated - this is EXACTLY what you should see on screen. If a listing works but fails to load the game properly, you may be using the POKE on a different version of the game. For example, the *Sheep in Space* listing POKE is unlikely to work on the original Llamasoft version released in 1986.

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RAINBOW ISLANDS

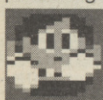
BUB AND BOB



Walking: They have two speeds, normal and fast. The latter applies when the Magic Shoe has been collected (and lasts until the player loses a life). After losing a life, though, our heroes become invincible for five seconds. In this state, a collision with an enemy will kill it leaving a gem behind (see GEMS).



Jumping: Bub and Bob can jump to 10 different heights, depending on the length of time that the joystick is held in the 'jump' position. They always jump at least their own height, (21 pixels), and can jump to a maximum of 64 pixels high.



Falling: Both can safely fall any distance, unless they land in water or collide with an enemy. They flap their arms to slow their descent and guide their fall. If they land on a rainbow it will break, unless you hold the joystick in the 'jump' position as they land; then they jump straight off it, leaving it intact.

They start with three lives and can earn up to two extra (for scoring 100,000 points and then 1,000,000). There are also plenty of 1-UPs to be earned by other methods. Bub and Bob can have a maximum of nine extra lives in reserve... but this is barely adequate!

HURRY!

As the islands are slowly sinking into the sea, Bub and Bob can't hang around - if they do, a warning alarm sounds followed by an on-screen 'Hurry!' message. Eight seconds later the water starts to rise. The water scrolls down with the screen in its early stages, allowing Bub and Bob vital seconds to escape. The time it takes before the 'Hurry!' message appears is shown next to each round. This also applies to the Boss Rooms. After 45 seconds the 'Hurry!' message appears, and the water rises eight seconds later (see BOSS ROOMS).

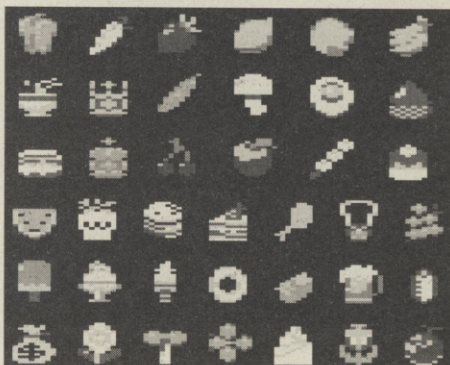
Here's Andy Roberts to take you through the first part of our enormous guide to Rainbow Islands; a game with more secrets and hidden features than a Freemasons' lodge! Is there a crock of gold waiting at the end of the rainbow or just a golden handshake?

RESTART POSITIONS

The numbered boxes at the right-hand side of each round are the restart positions. If Bub dies, he's returned to the last restart position passed in that round. These restart points also affect the time limit before the 'Hurry!' message appears. Starting at position 1 gives Bub 80% of the time to reach the top, position 2 gives him 50%, and position 3 a mere 30% of the time limit.

BONUS OBJECTS

There are 80 different bonus objects - from the Green Pepper (worth 10 points) to the Money Bag (worth 10,000 points). Bonus objects can be collected either by walking into them, or using a rainbow. Bonus objects



There's a fondue set, and a crystal decanter, and a toaster, and a cuddly toy and, uh...

are usually left behind by enemies hit with your rainbow's star.

A maximum of eight bonus objects can exist on the screen at any one time, and no more will be produced until other objects or enemies are removed. A bonus object remains on screen for 20 seconds, but all on-screen bonus objects disappear when the 'Hurry!' message is displayed.

HIDDEN BONUSES

Scattered around the island are many hidden bonus objects. Magic rainbows thrown out in front of platforms and bushes make them appear, so don't be afraid to throw the odd rainbow around as you progress.

When a hidden bonus object is collected, it forces the next object in the sequence to appear, and wraps to the Green Pepper when the Money Bag's been collected. If Bub dies, this sequence restarts at the Green Pepper. All the hidden bonuses on round 28 are Money Bags. It's also worth noting that Money Bags and Red/Yellow magic stars will make all hidden bonus objects appear in one particular form.

GEMS

If an enemy's crushed by a rainbow, it will leave behind a sparkling gem (which remains on screen for three seconds). Enemies also leave gems behind if they are hit by a magic star. Gems are worth 700 points, but that's only the beginning.

RAINBOWS - USING THEM FOR FUN, SPORT AND PROFIT

A max' of eight rainbows can be on screen at any one time. Each is visible for 12 seconds, before fading away. A rainbow can be doubled or tripled and have its speed increased by the use of red and yellow pots. Apart from being a powerful weapon, rainbows have several essential uses. And to complete the game, you must be the master of them all.

Platforms: Bub and Bob can walk over rainbows, so firing them in a 'staircase' fashion lets them climb onwards and upwards. This is particularly useful on Monster Island,

where platforms are scarce. Jumping off a rainbow slightly increases Bub's height, and is worth 10 points.

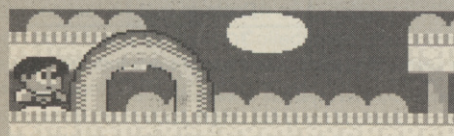
Crushing: Shooting a rainbow and then jumping into it will crush it, and any rainbows directly below. So it's possible to set off a chain reaction where one rainbow crushes several others. Any bonus objects beneath a rainbow will be collected as the rainbow falls. Each crushed rainbow is worth 10 points.

Boss bashing: If you fire a rainbow, and then immediately crush it, this will count as

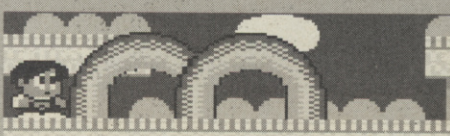
two hits - one from the yellow star and one from the rainbow. This works best on the bosses, who need lots of hits before they die (See BOSS ROOMS).

Ghosting: Bub can walk over a rainbow regardless of where it is. This is particularly useful for walking through walls (hence 'ghosting'). Simply fire a rainbow through a wall and walk over it.

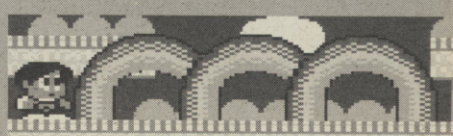
Finally, rainbows can be used as a shield from flying enemies, a kind of 'rainbow umbrella', when Bub hides underneath.



Bub starts with a weedy single rainbow.



He soon earns mega-pokey double beamers.



But real men sport three, super fast too!

BABY WORM

Fairly harmless, and only slightly faster when angry. These are the easiest creatures to kill with a view to collecting gems. On one round an un-hatched worm appears, and waits in its chrysalis blowing bubbles. When Bub gets close, it drops down as an angry Baby Worm.

BEE/BEE HIVE

The hive drops down from the top of the screen and releases the bees when it lands. You'll encounter it on rounds 2 and 3, so stick to the outermost platforms whenever possible. The bees themselves are not a severe threat, and often fly away from you. Beware of angry bees, though, as they tend to swarm.

SPIDER

The most deadly creature on Insect Island, the spider, chases you until you kill it... or he kills

INSECT ISLAND

SECRET BONUS: MAGIC SHOE - PERMANENT FAST WALK

you! He will bounce above you until he can drop onto your level. If below you, he will spin a web and climb up it. Spiders are incredibly fast to begin with, so don't make them angry!

THE CROW

The crow regularly stops to check your position. It then flies straight towards Bub and stop again to check. It becomes much faster when angry, and a cluster of crows on-screen can spell disaster.

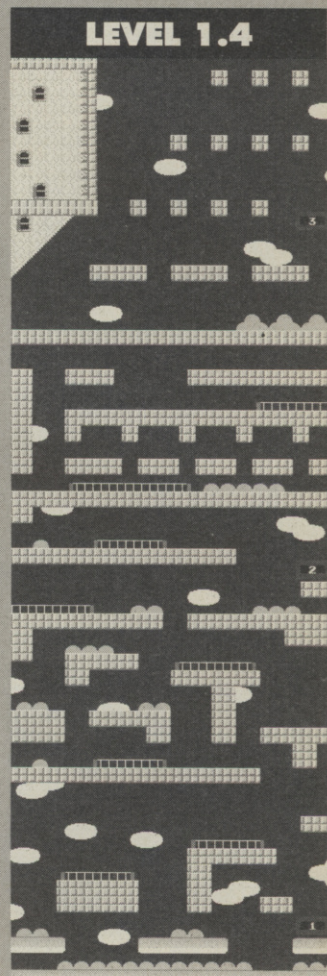
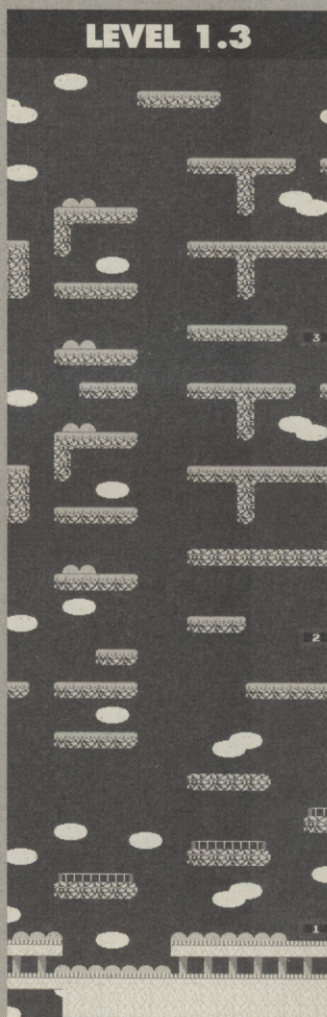
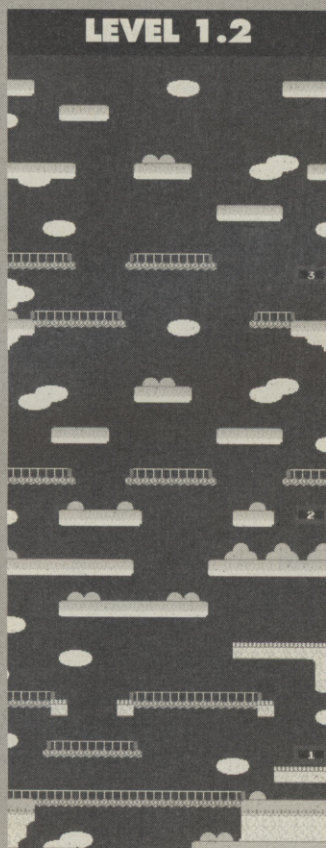
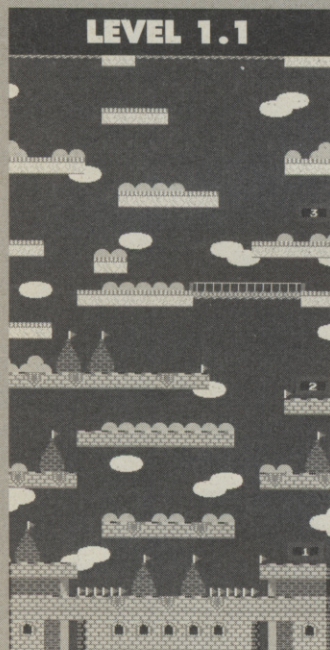
BEEBLE

These usually drop down from above, and only become aware of your presence when they land - then they will fly in a straight line towards Bub. They don't check you position very often, but can climb over rainbows.

BOSS: BIG SPIDER

When you first enter the Boss Rooms she's still asleep, and only poses a threat when she awakes and drops down. Smart Bubs should use this time to litter the screen with as many rainbows as possible, which should be broken as she passes over them.

Alternatively, you can stand at the far bottom left of the screen and shoot rainbows from there (she usually bounces harmlessly overhead).



GOAL IN

When Bub and Bob reach the top of a round, a small treasure chest descends and throws out 8 bonus objects, from a possible 32, each of which is worth 500 points. These can either be collected manually by walking into them or using your rainbows.



What does "Goal In" actually mean? The *Rainbow Islands* legend is riddled with strange phrases and curious translations.

GEM COLOURS

The screen is divided into seven vertical strips, one for each colour. So the point where a gem lands determines what colour it will be. For example, a gem landing at the far left will be red, violet to the far right, and in the centre it will be green. Collecting all seven gems (one of each colour) will display a special 'Completed' message, and earn Bub an extra life. A huge gem worth 100,000 points is also thrown out of the chest in the Boss Room. However, judging where a gem will land is a tricky task as they bounce off the side of the screen.

INHABITANTS

Although they appear as cute and jolly, the varied inhabitants hide some dark secrets.

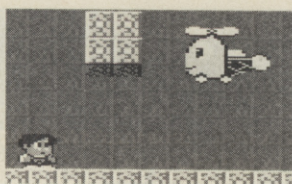
After 10 seconds, any on-screen baddies become 'angry' - watch their colour and facial expressions. This means that they move faster and more aggressively. They also get angry if trapped by a rainbow. When the 'Hurry!' message appears, every enemy generated after this message will be angry. A maximum of eight inhabitants can be on screen at any one time, including our heroes. But even when out of sight they can still be found lurking at the top and bottom of the screen - be cautious of this.

The enemies' appearance is also deceptive, as they have been disguised by a spell cast by the Boss of Shadow. After the Crystal Ball is collected, the baddies, when killed, spin away and reveal their true form - the most common of which is the whale-like monster from *Bubble Bobble*.

Killing an enemy is worth 1,000 points. Two enemies killed simultaneously are worth 2,000 points, three 4,000 points, four 8,000 points, five 16,000 points, six 32,000 points, and seven are worth 64,000 points. And eight creatures killed simultaneously? Highly improbable, but worth a hefty 100,000 points.

SECRET ROOMS

If you manage to collect the gems in the correct order (red, orange, yellow, green, blue, indigo, and violet) a secret bonus appears in the Boss Room.



Bosses are worth little in terms of points, but guard enormous hordes of points-laden treasure!

Each one blesses Bub with a PERMANENT feature; fast walk or double rainbows, for example. The secret bonus is shown next to each island, each one corresponding to a FEATURE (which we'll be covering in detail in a future issue).

BOSS ROOMS

The fourth round of each island doesn't feature a 'Goal In', but a Boss Room instead, housing a huge adversary. These bosses require loads of hits before they die, and their energy status is displayed by a bar at the top of the screen.

A boss doesn't move for the first couple of seconds. When a boss has been killed, a huge treasure chest descends and throws out eight bonus objects as usual. There is also a large bonus item, which is worth a hefty 100,000 points.

TANK

Cute, but dangerous. They shoot a bullet which travels about half the screen, killing Bub on contact. Not too bad on their own, but deadly in pairs.

TRUCK

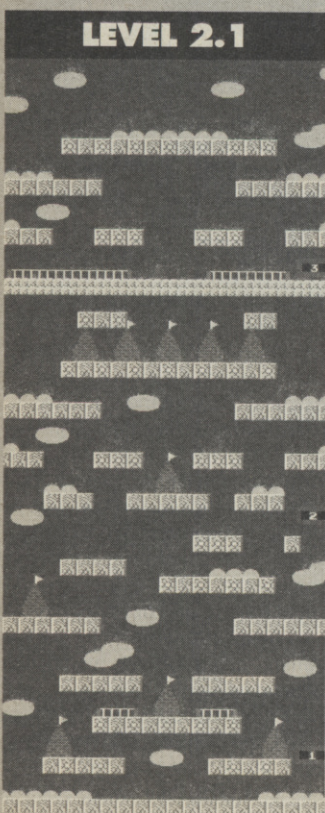
Trucks rattle along the platforms, dropping down from one to another, speeding up when they get angry.

HELICOPTER

Similar to the Bee, except that its flight path is shorter. In groups they can be very tricky to deal with, so dispose of them before the screen gets cluttered.

BOMBER

This flies left and right, periodically dropping bombs down the screen. As well as killing Bub on contact, the bombs destroy any rainbows they touch as they fall down the level.



COMBAT ISLAND

SECRET BONUS: RED POT 1 - PERMANENT DOUBLE RAINBOW

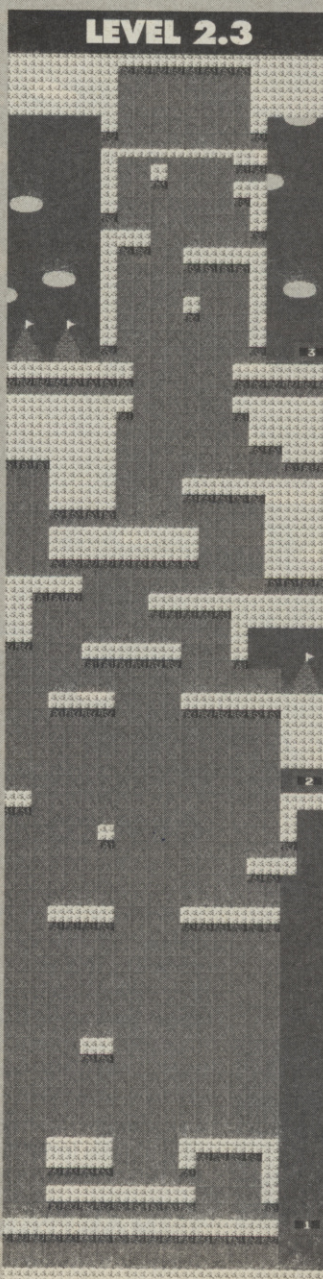
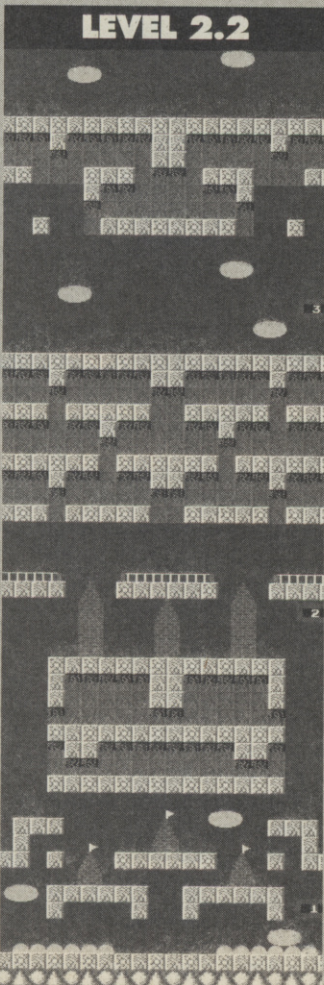
BUNKER SOLDIER

The bunker is harmless until its eyes appear. It then throws out two bouncing bombs (like the Guns). Crushing the bunker with a rainbow will kill the soldier inside; hitting it with the yellow star will cause an angry soldier to appear.

GUN

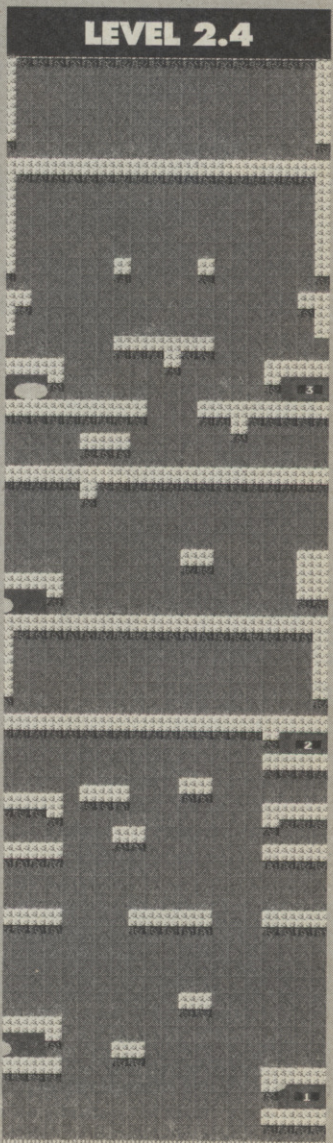
Tricky blighter Johnny gun! These are dangerous to deal with, mainly because of the bouncing bombs they shoot. The bombs will bounce around for a

couple of seconds before exploding. Singly these are easy enough to avoid, but the guns often come in twos and threes and fire together.



BOSS: BIG HELICOPTER

Difficult to kill, so it's worth learning the movement pattern. It flies from one side of the screen to the other, frequently checking Bub's position (whereby it will move vertically to Bub's level). The best method is to set up rainbow traps at the top of the screen and crush them as the Boss passes underneath. This is made a tad more difficult by the bombs, which it drops.



FRANKENSTEIN

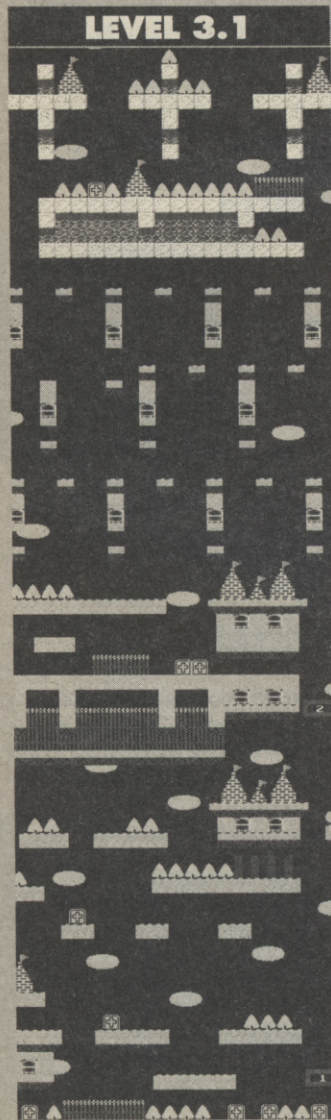
These are the most docile monsters of the bunch and behave exactly like the trucks from the previous island. And, as before, the madder they are, the faster they can move.

WEREWOLF

Not unlike the tanks from Combat Island, these patrol their platforms, firing a fireball in Bub's direction every couple of seconds. Be cautious when there are two or three in the same area.

SKELETON

In many respects, this is like the spider from Insect Island, being able to home in on Bub. It starts off as a skull, but turns into the skeleton when Bub gets close (and subsequently bounces around after him). When the skeleton is below, it will bounce higher in an attempt to catch your hero.



MONSTER ISLAND

SECRET BONUS: YELLOW POT - PERMANENT FAST WALK

BAT

When the Bat first appears it hangs upside down from a platform, moving only when Bub is nearby. It will then fly after him, in much the same way as the crow from Insect Island.

DRACULA

The most deadly of Monster Island inhabitants. He starts as a bat, and then changes into

Dracula when Bub is in range. He constantly stops to check your position, then fires.

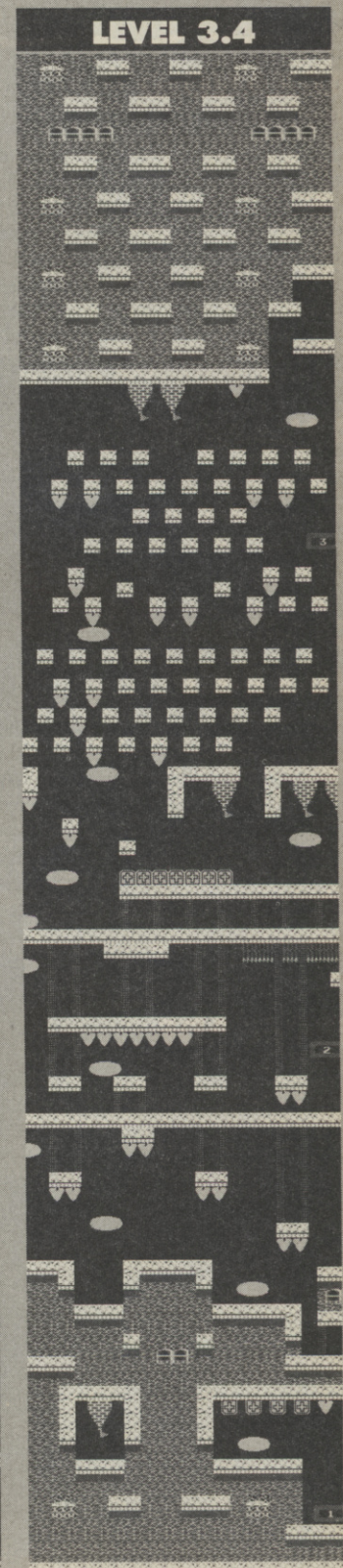
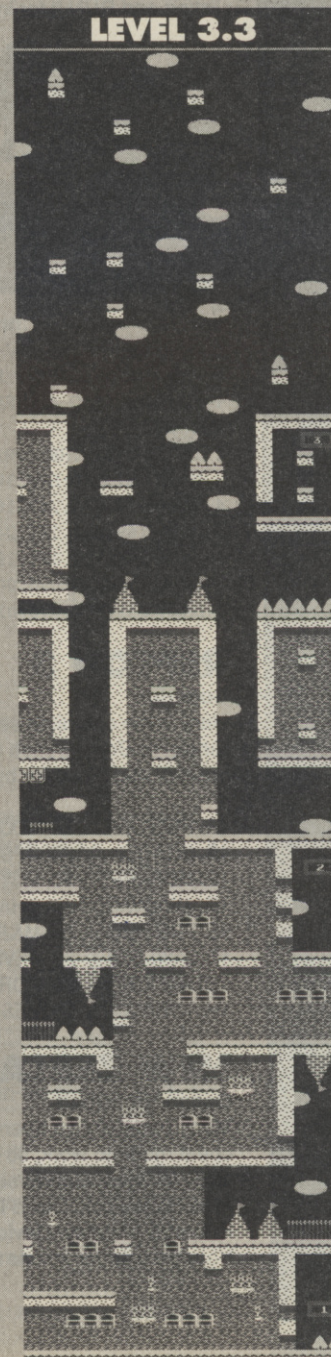
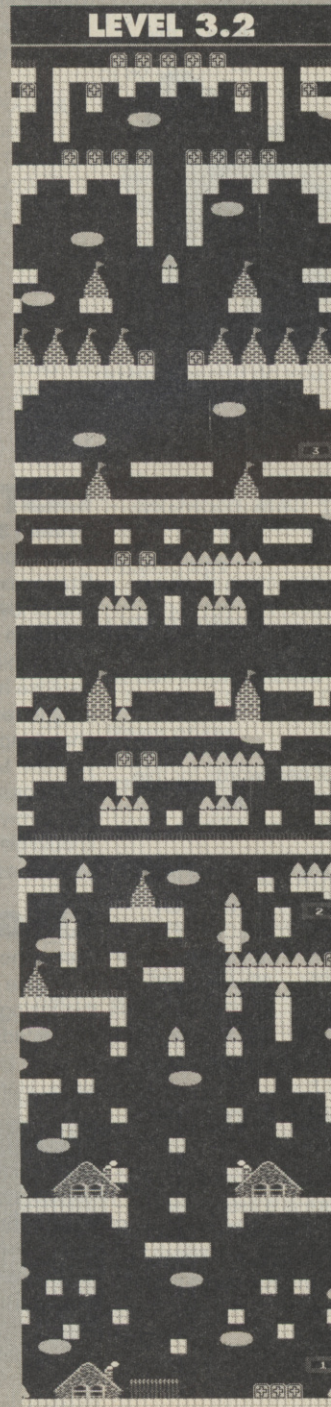
GHOST

Not exactly a formidable opponent, but it moves quickly and awkwardly, inspiring panic!

BOSS: BIG DRACULA

One of the toughest Bosses in the whole game; only experienced players will escape

unscathed. He frequently stops to check on Bub's position before releasing four bats. Shoot these smaller bats, as they're quite deadly. The best way to kill him is to lay rainbow traps at the perimeters of the screen, occasionally rushing forward and shooting him. Oh, and best of luck because you're certainly going to need it!



SAMARITAN'S CORNER

ARKANOID

Hit Squad

Daniel Hatcher, Matthew Whitfield, Charlie from Chester, Alan from Castleford, Joseph Doyle, C. Price, and S. Gibbons all wrote in for a cheat of some description. Start a TWO PLAYER game, but make sure that player two reaches 20,000 points first. From then on, every object that player two hits will earn an extra life - up to a maximum of 87. And don't worry if you lose a life, another will be awarded the next time you hit an object.

ARKANOID 2

Hit Squad

And for infinite lives on this equally difficult sequel, enter your name as DEBBIE S (with a space) on the hi-score table - what could be simpler? (You! - Ed).

CYBERDYNE

WARRIOR

Powerpack 17

If complete maps barely whetted your appetite for this storming little platform game, try this cheat mode. On the title screen, plug your joystick into PORT 1 and push it UP, DOWN, LEFT, and RIGHT. The message at the bottom of the screen should now say 'Press Fire to Cheat', so plug your joystick back into PORT 2 and do just that. Oodles of thank-you-type stuff to John and Steve Rowlands for that.

RENEGADE

Imagine

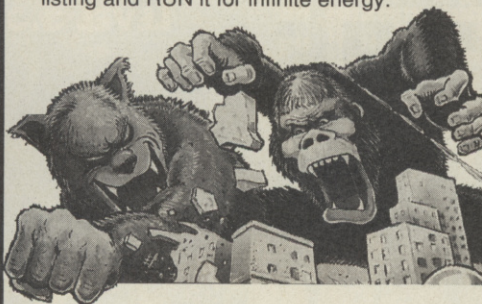
Here's a beauty of a POKE for infinite lives and time on this rather tasty beat-'em-up. It won't work on the re-release though, so check out next month's CF for a POKE for the Hit Squad version.

```
0 REM RENEGADE CHEAT BY WAZ
1 FOR X=400 TO 448:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>6232 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 400
10 DATA 032,086,245,169,032,141,120,003
11 DATA 169,165,141,121,003,169,001,141
12 DATA 122,003,076,167,002,072,173,203
13 DATA 164,201,198,208,012,234,169,165
14 DATA 141,018,151,141,154,160,141,203
15 DATA 164,206,032,208,104,173,013,220
16 DATA 096
```

RAMPAGE

Hit Squad

If climbing up 20 storey skyscrapers isn't your forte, like Bobby Shek, Stu Atkinson, Richard Beckett, C. Price, Steven Brewster, James Pearson, and Fom Rans, type in this listing and RUN it for infinite energy.



```
0 REM RAMPAGE CHEAT BY WAZ
1 FOR X=384 TO 420:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3751 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,144,141,246,003
5 DATA 169,001,141,247,003,076,167,002
6 DATA 169,157,141,117,009,169,001,141
7 DATA 118,009,076,000,008,169,189,141
8 DATA 031,137,076,013,008
```

REPTON 3

Superior

Here is the complete set of passwords for this mediocre Boulderdash clone, begged, craved, and pined for by Alexander Smith.

1A. PRELUDE	2A. TOCCATA	3A. FINALE
1B. CITADEL	2B. UPSTART	3B. ENLIVEN
1C. MORNING	2C. OCTAGON	3C. CONTEST
1D. AWKWARD	2D. CHAOTIC	3D. ILLEGAL
1E. FRITTER	2E. MAJESTY	3E. APPÉASE
1F. LAWLESS	2F. REVENUE	3F. STUDENT
1G. RATION	2G. FORESEE	3G. AVERAGE
1H. TOBACCO	2H. RESERVE	3H. PHOENIX

NEW ZEALAND STORY

Ocean/Hit Squad

Many people have been unable to get the cheat mode to work, so here is a listing especially for Mark Gundersen, Vincent Johnson, Peter Blakelock, David Deacon, Lloyd Haley, Robert & Matthew Davies, and Karl Cockbill. Yep, it's time for infinite lives.

```
0 REM NZS TAPE CHEAT BY WAZ
1 FOR X=384 TO 413:READ Y:C=C+Y:POKE
X,Y:NEXT
```

```
2 IF C<>3156 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 384
4 DATA 032,086,245,169,032,141,084,003
5 DATA 169,147,141,085,003,169,001,141
6 DATA 086,003,096,072,169,173,141,143
7 DATA 012,104,173,032,208,096
```

AFTERBURNER

Activision/Hit Squad

A distressed Colin, Chris Bell, Joseph Doyle, and Allen Tamabadi are just a few of the people struggling with this pathetic conversion - try this infinite lives listing only if you're brave enough.

```
0 REM AFTERBURNER CHEAT BY WAZ
1 FOR X=543 TO 607:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7209 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 543
10 DATA 032,044,247,056,169,021,141,177
11 DATA 003,169,055,141,178,003,169,106
12 DATA 141,179,003,032,108,245,169,076
13 DATA 141,214,192,169,072,141,215,192
14 DATA 169,002,141,216,192,032,191,003
15 DATA 096,169,085,141,052,009,169,002
16 DATA 141,053,009,108,022,000,169,173
17 DATA 141,229,022,141,218,029,076,001
18 DATA 008
```

LAST NINJA

System 3

Getting past the Dragon near the end of level one seems to be impossible, so here we have another screen-shot-thingy to help



you out. Making sure you have the bombs in your possession, stand at the position shown and throw the bomb towards the Dragon - it should be knocked out by the bomb, allowing you to pass safely by.

KNIGHTMARE

Richochet

For those of you who bought the re-release of this taxing arcade adventure, you may be interested to know that the listing in CF17 will work on both the Ricochet and Activision versions. Hurrah!

DESPERATE?

No matter what game you're playing, no matter how old it is, Andy can help. Jot your plea down on a postcard/stuck-down envelope and send it to: Samaritan's Corner, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

Include the name of the game, the publisher, and your problem - we'll do our utmost to help.

Remember, Samaritan's Corner is for game enquiries only, and personal replies cannot be given, either via the post or over the telephone.

THE GREAT GAME BUSTERS SURVEY

That Andy Roberts. He's always there when you're in a gameplay jam to offer a handy poke or two. Whaddya mean he's not? You'd better fill out this questionnaire so he knows how he can help when Gamebusting!

1) What computers/consoles do you own?

- a) C64 ☐
 b) C128 ☐
 c) C128D ☐
 d) C64GS ☐
 Other (please state) ☐

2) How long have you had your C64?

- a) Less than three months ☐
 b) 3 - 6 months ☐
 c) 6 - 12 months ☐
 d) 1 - 2 years ☐
 e) 2 - 3 years ☐
 f) Over three years (state how long) ☐

3) What hardware do you own?

- a) Action Replay ☐
 b) Expert cartridge ☐
 c) Reset switches ☐
 d) Reset cartridge ☐
 e) Disk drive ☐
 Any others.... ☐

4) What hardware do you intend to buy?

- a) Action Replay ☐
 b) Expert cartridge ☐
 c) Reset switches ☐
 d) Reset cartridge ☐
 e) Disk drive ☐
 Any others.... ☐

5) How often do you buy a full-price game?

- a) Weekly ☐
 b) Fortnightly ☐
 c) Monthly ☐
 d) Every two months ☐
 e) Every four months ☐
 f) Every six months ☐
 g) Once a year ☐

6) How often do you buy a budget game?

- a) Weekly ☐
 b) Fortnightly ☐
 c) Monthly ☐
 d) Every two months ☐
 e) Every four months ☐
 f) Every six months ☐
 g) Once a year ☐

7) How many games did you buy last year?

- a) Full price? ☐
 b) Budget? ☐

8) How many games do you own?

- Full price:
 a) 1 - 10 ☐
 b) 10 - 20 ☐
 c) 20 - 30 ☐
 d) 30 - 40 ☐
 e) 40 - 50 ☐
 f) 50 + ☐

Budget:

- a) 1 - 10 ☐
 b) 10 - 20 ☐
 c) 20 - 30 ☐
 d) 30 - 40 ☐
 e) 40 - 50 ☐
 f) 50 + ☐

9) How useful do you find:

- Maps (1-Not at all 5-Very)
 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
 Screenshot maps
 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
 Complete solutions
 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
 Playing tips
 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
 Listing pokes
 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
 Action Replay pokes
 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
 Reset pokes
 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
 Cheat modes
 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐

10) How often do you find that the type-in pokes (listings) don't work?

- (1-Always 3-Sometimes 5-Never)
 Cheat modes
 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
 Reset pokes
 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
 Action Replay pokes
 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐

11) What do you want in Gamebusters?

- Action Replay pokes
☐ More ☐ Same ☐ Less
 Reset pokes
☐ More ☐ Same ☐ Less
 Listing pokes
☐ More ☐ Same ☐ Less
 Maps
☐ More ☐ Same ☐ Less
 Screenshot maps
☐ More ☐ Same ☐ Less

Complete solutions

- ☐ More ☐ Same ☐ Less
 Playing tips
☐ More ☐ Same ☐ Less
 Cheat modes
☐ More ☐ Same ☐ Less

12) What do you like best in Gamebusters?

- (Tick three)
 a) Action Replay pokes ☐
 b) Reset pokes ☐
 c) Listing pokes ☐
 d) Maps ☐
 e) Screenshot maps ☐
 f) Complete solutions ☐
 g) Playing tips ☐
 h) Cheat modes ☐

13) What do you least like in Gamebusters?

- (Tick three)
 a) Action Replay pokes ☐
 b) Reset Pokes ☐
 c) Listing pokes ☐
 d) Maps ☐
 e) Screenshot maps ☐
 f) Complete solutions ☐
 g) Playing tips ☐
 h) Cheat modes ☐

14) Your three favourite games are...

- a)
 b)
 c)

15) Your favourite styles of game are...

- a)
 b)
 c)

16) How old are you

- Under 13 ☐ 13-17 ☐ 18-25 ☐
 26-35 ☐ 36-45 ☐ 45+ ☐

Your name

.....

Your address

.....

.....

.....

.....

.....

.....

Postcode

.....

DELTA

This listing is an absolute dream. Not only does it offer infinite lives, it also stops your weapons from running out (a godsend on some of the later levels).

```
0 REM DELTA CHEAT BY MARTIN PUGH
1 FOR X=528 TO 573:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4603 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 528
4 DATA
169,029,141,040,003,169,002,141
5 DATA
041,003,032,086,245,169,006,141
6 DATA
206,001,096,072,077,080,169,051
7 DATA
141,079,183,169,002,141,080,183
8 DATA
076,235,002,169,173,141,138,065
9 DATA 206,137,014,076,016,008
```

QUEDEX

If you're unable to manipulate this game, type in the following listing. SAVE it, then RUN it for oodles and oodles of time.

```
0 REM QUEDEX CHEAT BY MARTIN PUGH
1 FOR X=528 TO 557:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>2895 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 528
4 DATA
169,029,141,040,003,169,002,141
5 DATA
041,003,032,086,245,169,006,141
6 DATA
206,001,096,072,077,080,169,181
7 DATA 141,096,046,076,235,002
```

HAWKEYE

Here we have a fabby POKE for infinite lives and weaponry, which also allows you to visit the 'secret' level - spiffy!

```
0 REM HAWKEYE CHEAT BY M PUGH
1 FOR X=537 TO 620:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>9395 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 537
4 DATA
032,044,247,056,169,018,141,177
5 DATA
003,169,048,141,178,003,169,106
6 DATA
141,179,003,032,108,245,072,077
7 DATA
080,169,064,141,215,192,169,002
8 DATA
141,216,192,032,191,003,096,066
9 DATA
002,238,183,001,169,082,141,102
10 DATA
009,169,002,141,103,009,076,160
11 DATA
001,238,129,200,238,092,202,169
12 DATA
096,141,091,202,076,000,200,169
13 DATA
000,141,168,029,169,173,141,092
14 DATA 024,076,016,008
```



Yep, it's cheat time again. So here are a few more of those invaluable listings from Martin Pugh to see you through to the next issue.

SHEEP IN SPACE

Infinite lives and shields are the name of the game. Type in the following listing and RUN it, then follow the on-screen prompts for a considerably easier game.



```
0 REM SHEEP CHEAT BY MARTIN
PUGH
1 FOR X=516 TO 554:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>4431 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
A$="Y" THEN POKE 540,173
4 INPUT "INFINITE SHIELDS Y/N";B$:IF
B$="Y" THEN POKE 542,173
5 POKE 157,128:SYS 516
6 DATA 032,086,245,169,019,141,207,003
7 DATA 206,208,003,096,072,077,080,169
8 DATA 002,141,113,009,076,230,003,169
9 DATA 206,162,206,141,106,133,142,211
10 DATA 131,142,052,132,076,027,008
```

A.M.C.

This happens to be one of the best attacking *Mutant Camels*-type games around (it's the only one isn't it? Ed), so what better than a potent Pugh poke for infinite lives and hits.

```
0 REM AMC CHEAT BY MARTIN
PUGH
1 FOR X=516 TO 557:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>4320 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
A$="Y" THEN POKE 540,165
4 INPUT "INFINITE HITS Y/N";B$:IF B$="Y"
THEN POKE 542,173
5 POKE 157,128:SYS 516
6 DATA 032,086,245,169,019,141,207,003
7 DATA 206,208,003,096,072,077,080,169
8 DATA 002,141,240,004,076,230,003,169
9 DATA 198,162,076,141,119,034,141,056
10 DATA 037,141,128,034,142,097,025,076
11 DATA 027,008
```

FIRELORD

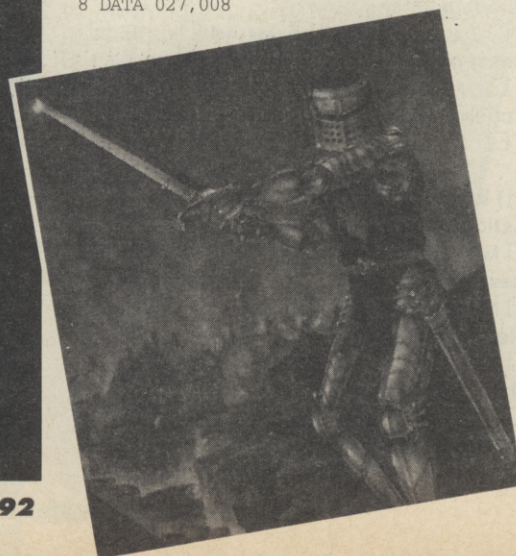
This POKE, for infinite lives, is so cute and small that it escaped last month's ish. Oops, sorry folks.

```
0 REM FIRELORD CHEAT BY M PUGH
1 FOR X=516 TO 549:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3645 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,072,077,080,169
6 DATA 002,141,240,004,076,230,003,169
7 DATA 173,141,051,024,141,129,197,076
8 DATA 027,008
```

SANXION

Bit of a golden oldie this one, but still tough and taxing nevertheless. So here's a handy infinite lives listing for all those peeps out there who are still struggling to get to the end of the game.

```
0 REM SANXION CHEAT
1 FOR X=49152 TO 49244:READ Y:C=C+Y:POKE
X,Y:NEXT
2 FOR X=679 TO 718:READ Y:C=C+Y:POKE
X,Y:NEXT
3 IF C<>16513 THEN PRINT "DATA
ERROR":END
4 SYS 49152
5 DATA 169,001,170,168,032,186,255,169
6 DATA 000,032,189,255,169,001,032,213
7 DATA 255,120,160,171,169,003,089,080
8 DATA 003,153,080,003,136,208,247,169
9 DATA 076,141,162,003,169,058,141,163
10 DATA 003,169,192,141,164,003,169,027
11 DATA 141,013,220,169,000,162,144,076
12 DATA 083,003,169,076,133,232,169,073
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19 DATA 133,232,169,199,133,233,169,002
20 DATA 133,234,076,153,000,169,173,141
21 DATA 063,055,076,112,150
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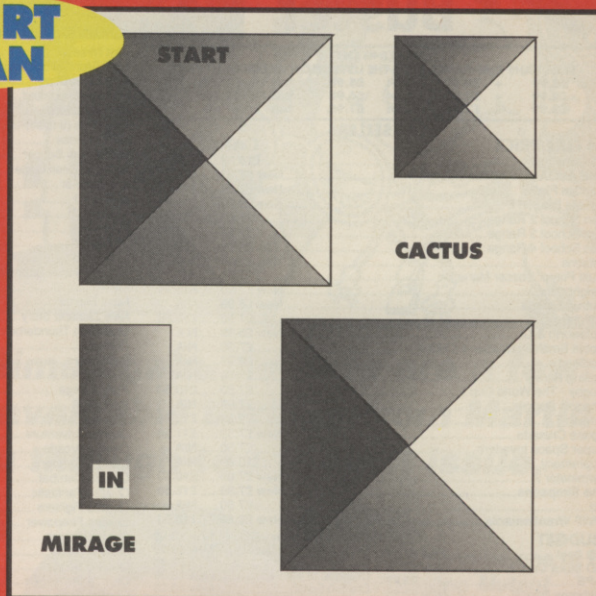
From the start, make your way around the pyramid and go through entrance marked 'A'. Don't try to collect the gold, it's a mirage! Next, go through door in the north-west corner. Walk down steps, go through door to the east, then get the ANKH from the north wall and exit via north door. Stand on the block (which should be facing you), turn south, then look up at the door on the balcony – shoot the barrier repeatedly to remove it, then go back the way you came through south door.

Go through east door, shoot the block in front of you to reveal a door, then go through it. Shoot both 'dog heads', turn south, and go up steps (keeping close to the walls). Walk along balcony and go through north-west door. Get the SPHINX PIECE in next room. Go back the way you came (through east door), shoot the dogs again, then go down steps and go through east door – the one between the two dogs.

Get the SPHINX PIECE from west wall (next to door), get the ANKH from east wall, then crawl in between the blue wall and the box in the corner – face east and shoot the box to reveal a hidden passage to SX... go through it.

Follow balcony around and go through north door. Walk carefully along ledge, get SPHINX PIECE, then crawl and walk through the mouth to the north. Walk down steps, get ANKH, then head back up steps and through hole on the south wall. Walk carefully back along ledge, go through south door, then walk around the balcony as before and take south door.

DESERT PLAN



SPHINX JINX

THE COMPLETE SOLUTION

ESSENTIAL TIPS

- * Whenever possible, top up your water supply.
- * Don't fall off balconies if you can help it.
- * Pause the game when consulting the solution – time is precious.
- * Don't go out of your way to collect gold.
- * If all else fails, use the listings in CF19 or CF20!

Have you been stumped in Selquet, baffled by Behbet or totally tricked by Thebes? Then rejoice Andy Roberts has 'busted Sphinx Jinx'!

Go south and follow the passage around, then go through the locked door in south-east corner. Shoot the first block in front of you, then shoot the second one to raise it – crawl under it (press 'H') and go through door. Touch first block to lower it, then walk forward and shoot the two pentagon symbols to remove the second block. Go through east door again. Shoot the small cube once to move wall backwards, then walk right up to the wall, U-turn, and shoot the block again to move the wall back. Now U-turn, and step backwards into wall behind you to reveal a hidden door to the east – go through it. Walk into the block to reveal a cube.

Walk around the back of the cube, face east, and then run OVER the cube towards the wall using large steps. To get past the second block, walk as near to it as you can using small steps – when it drops, take a couple of steps back until it raises again, take another couple of steps forward, then run underneath it using large steps. Exit via the east door.

Go through door on west wall, go down steps, then shoot the cluster of blocks to reveal a door... go through it. Collect SPHINX PIECE, walk BEHIND the steps and go through west door. Walk up flight of steps and go through north door, then walk to north-east edge of balcony and drop down. There is a gap between the west wall and the small partition which runs across the room – squeeze through this gap and collect ANKH and SPHINX PIECE. Go through north door, then through north door again. This next room has a poisonous dart on the ceiling – avoiding this, collect SPHINX PIECE and ANKH from the floor and run up steps to north exit. If you do get hit by the dart, run to the nearest exit, then re-enter the room.

This next room is extremely difficult. You'll need to run across disappearing platforms and shoot certain blocks to reveal extra platforms (the nearest brown block to north door, then nearest blue block to the south door). Erm... good luck. Once in the next room, walk down steps, shoot the darts, then go up north set of steps and collect SPHINX PIECE (keep pushing forward to collect it). Now go back the way you came, up steps and through south door, then make your way across platforms again. Avoiding the dart as before, make your way through south door, then enter Portal of Power (that funny-looking thing on the west wall) to teleport to room TD.

Climb through hole in south wall, get SPHINX PIECE, then go up steps to the balcony.

Make your way around balcony, and dodge carefully past the obstructing block using VERY SMALL STEPS! Once past this, walk to end of balcony and push small block off the edge. Now go back the way you came, down steps, and use the block to climb through hole in north wall. Walk over the bump (you'll lose some water), then shoot the pyramid and quickly run up the stairs which appear. If the steps keep disappearing, use small steps to edge a little closer to the pyramid before you shoot it (remember to switch back to large steps before you shoot!). Once through door, collect SPHINX PIECE in next room and go through north door.

This room is painfully difficult, and the route shown on the map is only a rough guide. Anyway, make your way carefully towards north door – a task made tricky by the invisible walls – and enter next room. Get SPHINX PIECE, go back into the invisible wall room, then up the steps and through south door. Walk towards south-west door using small steps, and get as close to it as possible before it closes. When it does, walk back until it opens, take a couple of steps forward, then switch to large steps and run straight at it.

Get ANKH, go through the locked door to the west, then walk around the balcony, go down steps, shoot the darts and go through door to the west. Look up and shoot block on the ceiling to reveal a hole. Go through west door, climb through hole in the wall, then run

SPHINX JINX THE MAP

KEY

- A - Ankh
- S - Sphinx Piece
- W - Water
- G - Gold
- F - First Aid
- - Door
- - Door on Balcony
- - Object on Balcony

quickly through the next screen (the ceiling is falling) and take exit in front of you. Take south exit from this room, then go through Portal as before. From the next room, go south, south, west (shoot the dogs), climb up steps and take south-west exit, crawl under block and continue west into entrance hall.

Now go back into desert and walk back to where you started the game - there should be a hole there, so drop down it. Once you have landed, go up steps, through south door, and collect the 3 ANKHS from this next room. Go back the way you came, down steps, then go through locked north door. Avoiding the light patch in the centre of the screen (poisonous dart territory), go through the lower north door, get SPHINX PIECE, go

back the way you came, up steps and through upper north door. Using large steps, touch first block to lower it, then use ANKHS to lower the rest. Once across, DON'T collect the sphinx piece just yet - go north into the final room, collect the 10 gold bars, then go back into previous room and collect the final SPHINX PIECE to finish the game. Now go and have a nice lie down, you deserve it!

And that concludes arguably the toughest Powerpack game ever! Many thanks to Ian Andrew from Incentive for his help and assistance and to Andrew Davies for his invaluable contribution.

S - Selquet			OA	E - Entrance		
SA			OB			TA
SB			OC			TB
SC	BA	BB	OD	BC	BD	TC
SD			OE			TD
SE	B - Behbet		OF	O - Osiris		TE
SF	SG	SH	SX	TH	TG	TF
T - Thebes			EA	J - Jinx		
JE	JD	JC	JB	JA		

Commodore
FORMAT

CHUCK ROCK







Rocks provide useful shields from incoming rocks, boulders and monkey nuts. Of course, not standing under trees filled with hostile monkeys is an even better way to stay fit.

Chuck proudly sports a beer gut, stubble and very little nous. Quite how he won the hand of his beautiful wife Ophelia is one of the great mysteries of history, but that's not important right now because the evil Gary Gritter has kidnapped her. A heartbroken - or at least slightly miffed - Chuck sets out to get her back. Unfortunately, he's a bit too dim to do this on his own and needs major league help.

You have to guide this prehistoric pleb through 15 zones of dino mayhem in order to reach a show-down with the evil Gazza. There are thunder-lizards to the right of him, thunder-lizards to the left of him and a fair smattering of the big scaly fiends straight



Scrub one end-of-level guardian. Apparently, hurling rocks at dinosaurs' heads made them leap sideways, pull a funny face and behave in an altogether dead kind of way.



Getting in the right position to throw said rock though is another kettle of worms entirely. It takes a cool head, calm hand and as much stupidity as you can muster.

Uncouth, uncivilised and unbelievably thick! That just about sums up Chuck Rock, comic caveman hero of Genias' new platform epic. Can this superslob turn superhero to overcome dangerous dinosaurs, devious detours and deadly droppings on his own? Uh, no, you'll have to help out in a big way.



DINOSAURS THE GUIDE

BRONTOSAURUS - These huge herbivores could grow to a length of 70 feet or more and weighed in at around 27 tons. They are not to be confused with the famous literary family, the Brontes, although it has been theorised that their version of Wuthering Heights would have had better car chases.

TERRORDACTYL - Much like the Pterodactyl, these flying wings roamed Mesozoic skies. Their fossils were particularly sought after during WWII as their bones provided excellent glider frames for escaping POWs.

TRICERATOPS - Famed for their huge horned and armoured heads, this was not in fact their greatest skill. They specialised in close harmony singing, and later evolved into that strange creature known as Thefourtops.

DIPPYDOCUS - The most stupid of the dinosaurs, the 'docus was best known for its use of Speccys and finding daytime TV entertaining.

Steg - not the slug but the 'asaurus. Just love the plumage!



ahead, too. Most will kill Chuck for a quick snack if they get their claws on him, so he has to leap, dodge and bully his way past.

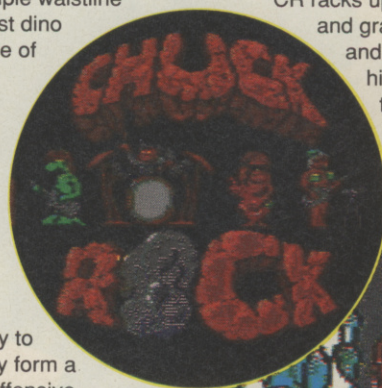
All Chuck can do to protect himself is belly butt, kick and bung boulders! These weapons sound well wimpy, but are actually *dead* effective. With his ample waistline he can bop even the fiercest dino down with one quick wobble of his jelly belly. Surprisingly agile, he can leap into the air and toe poke dinosaurs to death - although the wiff of his size nines does more damage than the kick! Finally, and most importantly, he can hurl huge (and not quite so huge) rocks about.

These rocks are the key to the game. First off, they form a major part of Chuck's offensive armoury. Any rock found lying around can be picked up, hoisted overhead and thrown to top threatening thunder-lizards. They can be used as shields to stop dangerous rock falls concussing Chuck, and are vital platform builders. If a ledge is too high, Chuck can use a boulder as a primitive step-ladder. And as the game progresses,

reaching new heights and leaping un-leapable gaps become ever more important.

Chuck always has to watch his weight and health. Scattered around the platform world are various bits of nosh and health giving hearts. Although on a mission of mercy,

CR racks up most points for face filling and grabbing hams, hogs' heads and chicken legs as he fights for his life. But while this stops his tum from rumbling, the hearts replace the valuable life energy that's lost every time a dinosaur hits him.

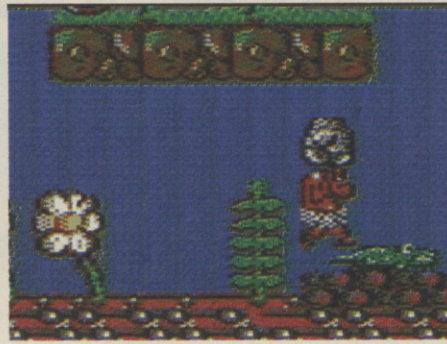


Mudmen make life messy - and very short - on world two. They sneak under the mud and leap up suddenly, grabbing Chuck's ankles. Tricky blighter, Johnny Mudman!



Here we see a brilliant example of a pre-historia-primroseus-maximus. It only flowers once every three millennia and thrives on Stegasaurus droppings.

Keeping Chuckie fit is essential, if he is to survive the rigours of bramble bushes, mad monsters and the unexpected! When guiding Mr Rock, you always have to expect the unexpected. He can happen upon mud monsters, sinking swamps and all manner of prehistoric peril whenever a new zone is entered, all the while being hassled by an increasingly vicious menagerie of monsters. One wrong move sends the boy screaming skyward with his eyes bulging in pain; too many leave him lying dead, and you one life

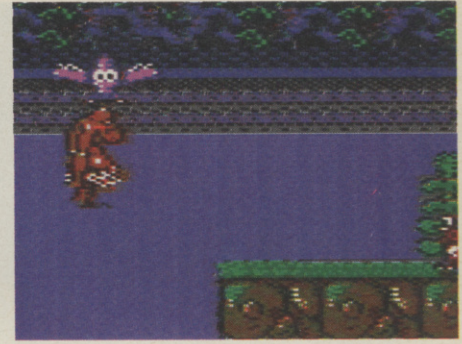


Never smile at a Crocodile; but stand on their tails and hurl rocks on to their heads. It may upset Greenpeace, but it sure is fun - and it throws you up to that next platform.

Chuck is so controllable that you don't mind taking risks, as skill always offers at least a glimmer of hope.

The immensity of the task, remembering 15 huge maps and reacting exactly right every single step of the way is offset by Chuck's amazing technique colour laugh-coat. The monsters look as stupid as Chuck and are twice as daft. Each has its own idiosyncratic method of attack and silly way of dying. This spacky look helps to disguise the progressively tougher gameplay.

The wiff of his size nines does more damage than the kick



Belly butt a bird and what happens! They grab you by the hair, drag you into the air, fly you around a bit and then drop you somewhere dangerous. Lovely plumage though.

Although not brilliant, the graphics look the part, inventing a comic time when both man and dinosaurs roamed the planet. The lack of reality is total: since when was a triceratops two feet tall? But the whole game has a mad logic, giving an overall look and gameplay continuity. And that's what counts.

Chuck Rock is real good. The precision of the leaps and bounds, demanded by console-style games, is combined with the up-front speed of hard-core computer romps, all wrapped up in ribald silliness. Chuck Rock's one failing may be that it's all over too quickly, but that's only because it insists that you play again, and again. It puts the hooks in hard, simply because everything seems achievable. If only you were a little luckier, a little quicker...

TRENTON WEBB



ROCK

down. And with only four lives for the entire game, one death is a death too many.

Chuck plays well. All three zones of world one, while still being a reasonable test of your 'stick skill, are training for levels yet to come. You have to learn how to use crocodile catapults and pterodactyl lifts, how to defend and attack, and the peculiar characteristics of the creatures. Learning the map is essential, if you want to get the biggest possible score and survive. This requires many leaps into the unknown, exploration and some downright foolhardiness. But



Leap over the flames to stay healthy. Remember, stay on the brown and out of the red, in this game you don't get anything for two in the head! Super, smashing, great!



To clear obstacles like this, you need to use rocks to build platforms for yourself. Of course, if Chuck hasn't got any rocks then he just has to chance his arm, his leg, his...

Game	Chuck Rock
Publisher	Genias
Cassette	£10.99
Disk	£15.99
Release	Late June
Contact	0332 297797

POWER RATING

THE DOWNERS...

- Getting further doesn't necessarily guarantee a hi-score!

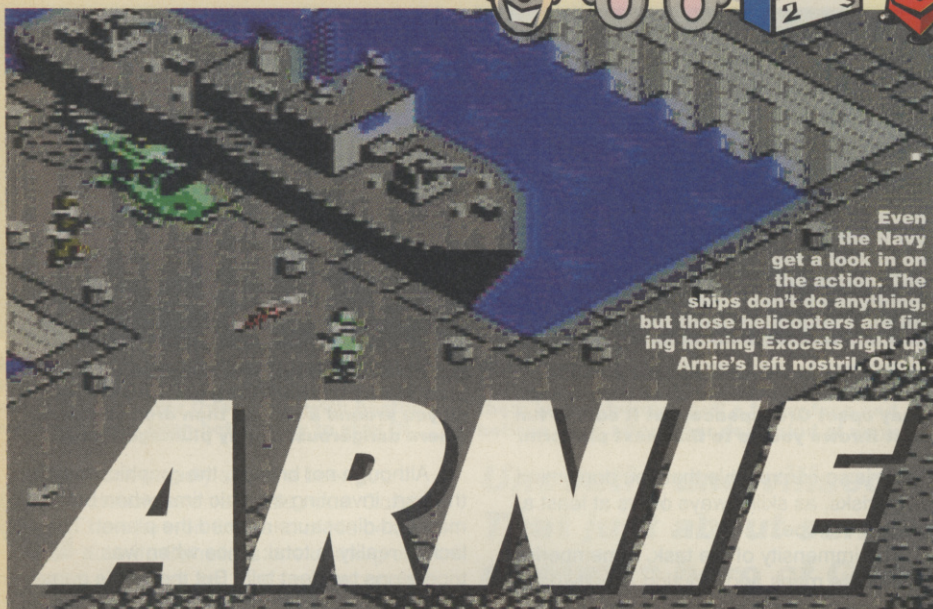
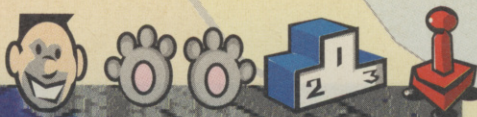
100

91%

- A wackily wild, cartoon caveman world!
- Clean, crisp control of Chuck promotes skilful play!
- 15 huge maps to explore.
- Massive playability means you will be back time and time again.
- Vast range of puzzles and problems to beat.
- Has a console-feel at an arcade pace.
- Plain silly, nay totally daft, monsters to beat.
- There is a neat balance between points, health power and progress.
- Classic platform action.

...AND THE UPPERS

0



Even the Navy get a look in on the action. The ships don't do anything, but those helicopters are firing homing Exocets right up Arnie's left nostril. Ouch.

By now, I fully expect you to have wrenched the cover-cassette off the front of this magazine, bunged it into your datasette and been astounded by the playabil-

ity of the Arnie demo. If you haven't done any of these things, you must be some kind of weirdo with your priorities all wrong.

The game has a simple but effective plot. A small green helicopter drops you in a jungle. It then flies off, abandoning you. Instead of getting annoyed and 'phoning for a taxi, you unstrap your AR15 assault rifle and look for some people to shoot (and, ultimately, a nasty evil General to blast away). And that's basically it!

Luckily, you are situated right next to a large camp chock full of enemy soldiers, so you're guaranteed a fire-fight. In fact, seconds after you land, dozens of armed men run towards you, simply asking to be cut down.

Each of the baddies doesn't actually fire that much at you. But before you think that you're getting off lightly, there are so many of them that the bullets start to fill the air. It's pointless simply to stay where you are, blasting away, because you'll just get overwhelmed with enemies. The thing to do is keep moving. Shoot as much as you wish, but don't stop while you're doing it.

Pretty soon, you'll come across some guard posts. It's virtually impossible to kill the people inside these, but as long as you keep out of their line of sight, they shouldn't cause you too many problems.

Occasionally you meet a guy dressed in red. Shoot him and you'll come across a new weapon lying on the ground. Depending on which weapon you've currently got, it'll either be rather useful or incredibly violent. It could be a big machine-gun, a rocket-launcher or a flame-thrower.

Yes, *Arnie* is a pretty decent game. Once you get the hang, you just can't leave it alone. The playing area is large enough for you to try loads of different approaches. One of the best, surprisingly, is to hold back on the firing unless things really do start getting hot.

The graphics are small but neat, and the speed of the whole thing is set so that you can dodge the enemy bullets and just about out-run all the guys as well.

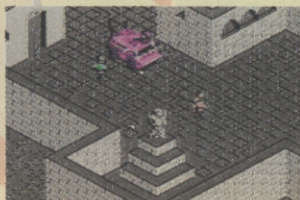
I really like *Arnie*.

Graphically, it's nice but nothing to write to your Granny in Skegness about. But it's just so playable. You become determined to blow up the tanks, people and helicopters that stand in your way, and every time you get a bit further, you want to have another go. Great stuff, and worth a decent score, methinks.

JAMES LEACH



The tanks are the worst enemies. Strangely, they just keep blasting you to death...



Getting behind the armoured cars doesn't guarantee your safety, but it helps.



This is what happens if you launch a rocket at a weedy tank. Impressive, eh?

HARDWARE CARNIVAL

Zeppelin claim that you can use "the latest high technology weapons". In fact, not one of the pieces of the kit is less than 20 years old, but then hey, who's counting?

1. THE AR15 ARMALITE

Soft and squishy cousin of the M16, this is Arnie's standard weapon. He's got tons of ammo for it. Trouble is, it doesn't fire all that quickly.



2. THE M60 LIGHT MACHINE-GUN

This is what Stallone used as a light snack between meals in the film *Rambo*. Fires lots of bullets, hurts lots of baddies and, er, runs out of ammo quite quickly.



3. RPG-7 ROCKET LAUNCHER

Soviet-grown, this powerful citrus fruit blasts away armoured vehicles like, er, a big blasting thing. You don't have too many rockets, but once you reach the town section, they come into their own.



4. FT25 FLAME THROWER

As well as having a crisp, tangy bite to it, the flame-thrower is at least as good as the rocket-launcher for torching baddies, vehicles, more baddies and, er, even more baddies.



Game Publisher
Cassette
Disk
Release
Contact

Arnie
Zeppelin
£3.99
Unavailable
Out now
091 385 7755

POWER RATING

THE DOWNERS...

- Graphics are a little small.
- Collision detection could be a tad sharper, but it works in your favour.

100

83%

- Loads of explosions, blasts, percussions and bombs.
- It's a big game, with plenty of variety as you go further and further into it.
- Smooth scrolling, which doesn't hold up the gameplay.
- You'll also need to use a bit of thought to work out the best way through the puzzles.
- It's very addictive - just-one-more-go-fever at its best.
- Wobbly sound actually suits the game rather well.
- Extra weapons work well, and they are also an incentive to keep playing.

...AND THE UPPERS

0

DRIVE FASTER!

What do you prefer a cranky old banger barely capable of 50mph, or a sleek F1 car that's raring to race? TIB's new Ultimate Drive claims sufficient speed to leave

Commodore's 5.25" disk drive standing. But is it all fancy paint work and fluffy dice?

Bones takes TIB's baby to pieces to see what this new disk drive can do for you.

There are a few things you ought to know about TIB's 3.5" Ultimate Drive, if you haven't already heard of, or had the chance to try it yet. As its name suggests, it is certainly the fastest disk drive around for the C64 - even faster than Commodore's 1581, which will leave you short of a couple of hundred pounds. But how does it fare for the games-player and programmer alike?

ON THE PORT SIDE

To use this beautifully crafted disk drive (about the size of a video cassette) simply plug it into the cartridge port, located at the back of your 64. The drive is powered directly from your computer, so you don't have to worry about hunting out an extra power socket. This is of particular benefit to all you tapey peeps out there who have not considered buying a disk drive before.

Imagine sitting in front of your 64 armed with your tape/disk and your DD-001 (techie term for the Ultimate Drive) plugged in. Eagerly, you load your tape/disk into your 64, and switch on your computer. Within seconds your game will appear and you will be ready for action! No pressing SHIFT and RUN/STOP, no typing LOAD, no anything - just switch on and go (as certain shampoo ads are fond of saying!).

In principle, the Ultimate Drive resembles a games cartridge, but differs in the fact that it merely acts as an interface; it is the drive that does the donkey work and is the 'guts' of the system. This gives you greater flexibility. For a start, loads of games could be packed on to your average 3.5" disk (if the software companies chose to support it). Imagine how much stuff you could get on to a tape that takes two complete cycles of your 000-999 tape counter, without any fastload being used of course, and this is roughly how much you can squeeze on to a humble disk. Simply amazing, eh?

IS BIGGER BETTER?

And the speed is a great benefit. With this drive, games could be made bigger and better (they could have more parts), as they would take a fraction of the time to load. The booklet that comes with the drive states that it

```
0020 0080A0F15607006632C6F43631273611A
0030 332720483E4128A113355680120673F
0040 347A064C4A7C10693C77755775254C3D
0050 650E3671157B3C680803766E18422F8D
0060 4610102E0F110B3A1C1E080C20362A21
0070 150F00278E2C18A00360C2C90F2736
0080 252F08B112716223A0E362F3828263614
0090 122214123A0B340F1237303430001F00
00A0 1F1F001F000000FF00FF000000001
00B0 0100010100A20B93080071320CA13C9
00C0 1400031ED713CA10F360A55C38F55E10
00D0 EE49FF18C9016000A0648E2903186302
00E0 AA20ED13A0648E2901AA4CED13BD2F27
00F0 302B18C309233F0A7368D357186303
0100 293F8DA9864C6083A207A90830B08ECA
0110 10FA6000A0658E290100034C2CEFF000
0120 0513011306010200C7884F4E07000512
0130 011306010204C7884F4E4807A07A300
0140 3D7845CA10FA60A205BD2F27C9A0F01F
0150 0A18S912297F8D1A88BD35270A186987
0160 297F8D1C88204087BD7314A0009114CA
0170 19D750030302820202A9FF309F26
0180 CA10FAA204A000A902899F2638186989
0190 A8CA10FA207A9008D668E9905202297
01A0 8D47940A00A186D47948D47948A186D
```

Does this mean anything to you? If so, then some of TIB's tools could be for you!

will load 64K in just six seconds. Realistically, however, you're talking about a disk version being ready to play before the computer has even found the filename of the tape version!

For endless hours of enjoyment, without even having to touch the keyboard, just burn in the disk, switch on the computer, and hey presto - with your hands on the joystick, you're ready to kill off the latest swarm of Xyborgs from the planet X. To get you started, there is a free games compilation disk with the drive.

A PROGRAMMER'S GUIDE

For the more serious user who may want to use the Ultimate Drive to work on programs, there are some major shortfalls. A more viable, updated version of its software is needed before it will be a major boon to the serious user. So all you programmers out there may have to wait until version 2.0 is designed and released before the TIB drive fulfils its true techie potential.

None of the commercial utility programs I have will work with it. It isn't possible to change the drive device number from 9. You can LOAD/SAVE from Basic

using the direct mode, but programs do not recognise the drive as device 9. Therefore, manipulating files from within a Basic program is not possible. Machine code can obviously access the drive, as demonstrated by the standard software - which comes in the form of free games - but you need to pay £12 for the source code to find out how this may be possible! The manual doesn't explain properly how the drive works, and contains a lot of errors. Perhaps spending £12 for the source code may help you to find out.

The directory (\$) is not loadable into memory, and when it is listed you cannot stop the listing, or even slow it down satisfactory. The software font is poor with spidery characters that are difficult to read even on a monitor, so if you use a TV screen, you will certainly have problems here. There are simple errors like spelling. If, like me, you use a programming cartridge, such as Action Replay, then you cannot use the drive without endlessly plugging/unplugging the drive interface. A motherboard may help, but to initialise the drive the computer requires resetting. Some tool-kit commands in the cartridge interface would prove invaluable.

The works! TIB's 3.5" drive comes complete with interface, tools and games disk.



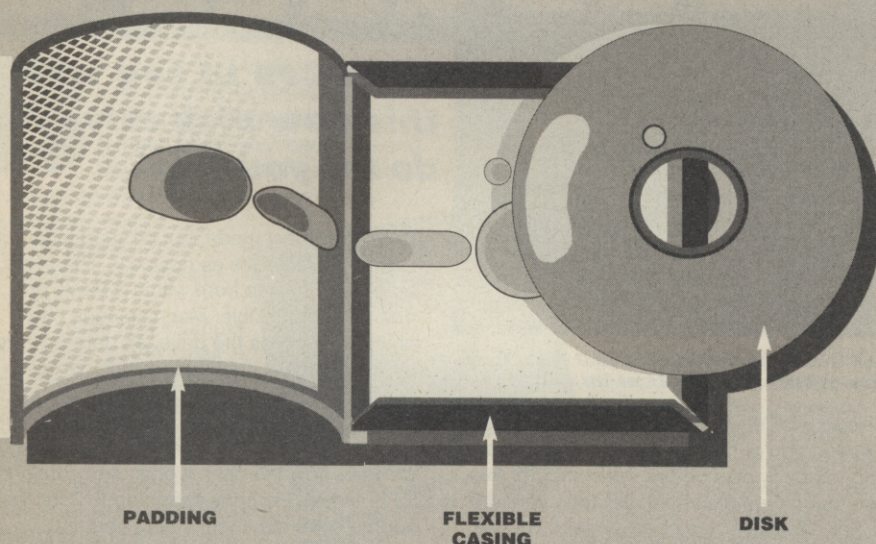
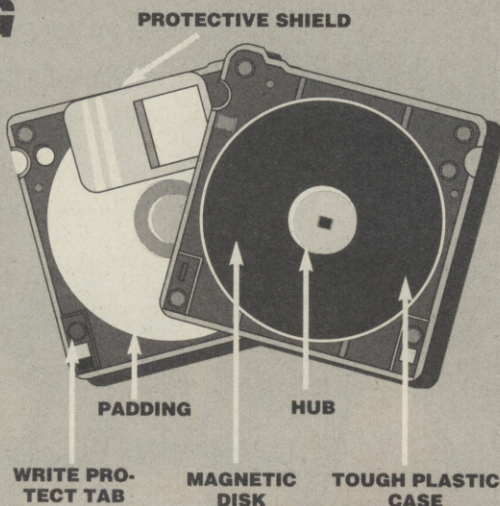
COMPACT

FORMAT June 1992

DISKUSSING FLOPPIES

One of the more fundamental differences between the Ultimate Drive and Commodore's 1581 is the disks that they use. The 1581 still sports a 5.25" size slot in the front, while TIB's baby only has a 3.5" hole. But surely floppies are floppies, aren't they?

The CF crew pulled one of each apart to see what made these magnetic marvels tick. Don't worry we got an adult to help us with the scissors.



The 5.25" disk is the direct predecessor of the 3.5". So, naturally, the 3.5" disk has many advantages. For a start, it's not really floppy at all, being bound up in a tough plastic case. The disk is protected from damage by a tough metal shield, which is pulled back only when the disk is in the drive. A write protect tab lives in one corner allowing you to safeguard your data without resorting to tape. And the final plus factor has to be that the 3.5" holds four times as much data!

```

MENU"          DFC "          (9) TOP
LINE4          DFC "          (1) BASIC
              DFC "          (2) DISCMON
              DFC "          (3) DISCASC
(TEXT DISPLAY) DFC "          (4) DISCHEX
(SHOW HEX FILE) DFC "          (5) DISCCOP
Y 3.5 TO 3.5   DFC "          (6) FILE CO
PV DEVICE TO DEVICE" DFC "      (7) BROW"
LINES          DFC "HUSER
RMAT           DFC "          (8) DISK FO
U              DFC "          (9) TOP MEM
PLEASE ENTER PROGRAM NAME >
  
```

The filename, ah, you did note down the filename didn't you. Right, we'll start again.

MS DOS TO C64?

TIB state that with the Ultimate Drive you can transfer files from a PC to a C64. Although this can be done, it is not particularly easy. If you own a PC and use a word processor, you save out an ASCII file to an MS DOS disk. You can then, supposedly, put that disk into the Ultimate Drive, load it into the C64's memory, and save it out on, say, a 1541. But to load it from here to a C64 word processor for editing, etc, you will need to write a rather tricky program to convert the ASCII to Pet ASCII (the ASCII Commodore uses) as well as convert the MS DOS file (which is a PRG file) into a SEQ file. This, in itself, is difficult enough, but to reverse the process is even more tricky, requiring various flags, ASCII conversion and file conversion. The software on the Ultimate Drive Utilities disk just does not deal with these problems, so unless you are a competent programmer, forget it!

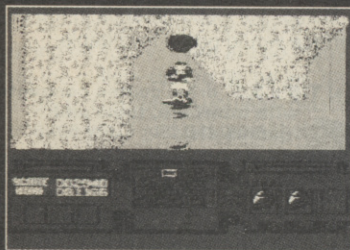
```

BOOT *FILECOPY.EXE
NINJA *FILE FORMAT .EXE
GAME *FILE PROSTV .PRG
LA *FILE MULT .ASC
L3 *FILE DISPASC .EXE
GUTZ *FILE
MOUSE0 *FILE
MOUSE1 *FILE
MOUSE2 *FILE
PYJAMAS *FILE
QUACK *FILE
FIRE *FILE
EQUINOX *FILE
BROWSE *FILE
DISKASC *FILE
DISKCOPY *FILE
DISKHEX *FILE
DISKMON *FILE
USE CURSOR KEYS TO MOVE AROUND US $ KEY
TO READ ANOTHER DISK AND USE RETURN
TO EXECUTE A .EXE FILE $=ERASED
  
```

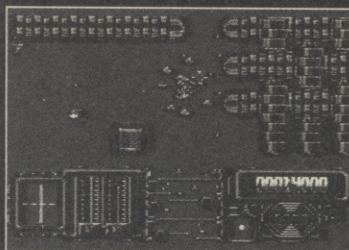
The Ultimate drive tools offer some neat time-saving tools, but how useful are they?

SOFT STUFF

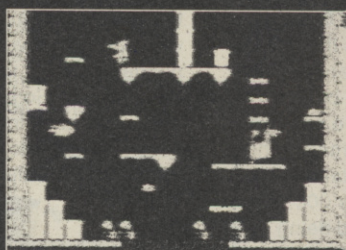
Eight games come with the Ultimate Drive. Are they just something to fill up the disk or are they worth



GUTZ - A merry runny-aroundy-shooty-to-bitzy isometric space romp. You have to guide a soldier through a twisted maze of tunnels collecting keys, weapons and other odd objects. Fun in a frantic kind of way.

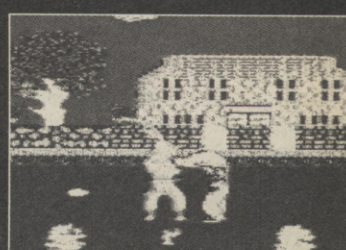


FIREFLY - A multi-directional scrolling space battle with some fun sounds. *Firefly* is far from a thriller as the slow pace holds it back. The flexibility of the ship and the size of the map means that there's plenty to discover.



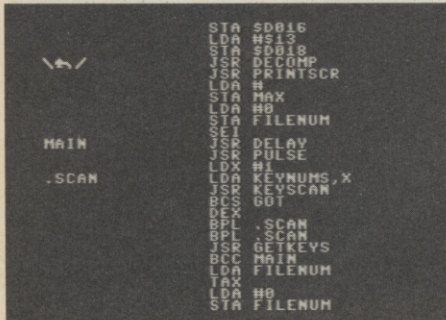
MOUSE TRAP - Not just sad, but terminally depressed. This is a platform-based leap and collect game that lacks the personality needed to pull you into play. Appalling graphics and a total lack of control don't help either.

*



NINJA RABBITS - A budget smash, this is a surreal beat-'em-up featuring huge leporine killers. Hit the badgers until they fall down, and when your energy runs out you fall down. Funny in a funny kind of way.

As outlined above, for the programmer there are a few problems that need to be ironed out before the Ultimate Drive can become an essential C64 accessory. But with a bit more work, TIB could have a winner. The drive, from a game-player's point of view, is perfect, and most of the major software houses expressed interest in the format. Some are actively prepared to support the drive as soon as it is out on sale and a demand begins to generate.



The techie utilities look really impressive, but are they really that hot?

THE PRICE IS RIGHT OR IS IT?

For a penny less than a hundred pounds, the Ultimate Drive is good value for all you game-players, especially as it is geared to meeting the trend towards 3.5" disks. (The 3.5" is much sturdier, more compact and less prone to dust than its older counterpart, the 5.25".)

For this drive to succeed as a bonus to game-players though, it will be reliant upon the support of the software houses. You can see the dilemma: the software houses will want evidence that people are buying the drive, and the buyers will want to know that the software houses are going to support it. The danger is that this drive could go the same way as the C64 games console. However, for the games-playing public this drive is pristine perfection in a metal casing.

BONES



THE SOFTWARE HOUSES STATE THEIR CASE

Most of the software publishers produce their games using cassette tapes. Detailed below are the responses of some software publishers regarding their support for the new 3.5" Ultimate Drive format.

CODEMASTERS: By far the best response came from the Codies. Paul Ranson said that the policy of the Codies is that they already, and always will, do everything they can to support the Commodore 64, and therefore WILL certainly be producing software for the Ultimate Drive.



OCEAN: They are very keen about this new drive and have every intention of supporting it fully, once it is out and selling.

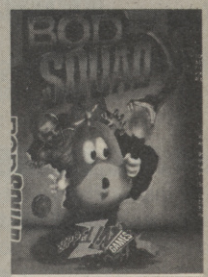
As one of the major publishers of UK leisure software, Ocean's support will prove crucial if the format is to become a viable platform for games.



DOMARK: Their next release is June with *Euro Soccer Champ* and they will be putting the game out on cassette and 5.25" disk. But if the Ultimate Drive is selling okay they will give it serious consideration.

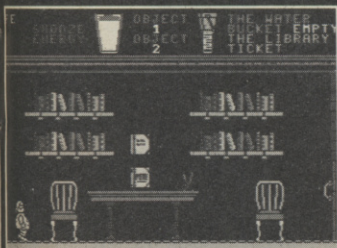


ZEPPELIN: They are unlikely to use this format (3.5" disk drive) - however, they did say that if the market became more substantial they would have to follow suit and produce for the 3.5" format.



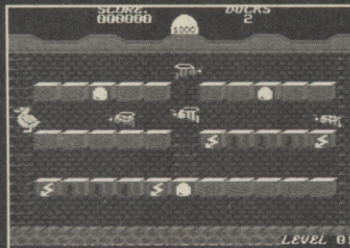
Consider the 3.5" Ultimate Drive as a really good investment for software publishers. It offers developers immensely fast loading times that can easily leave designers the opportunity to release mega-file games of extraordinary depth of play. The disks simply hold more data and load it in far faster. And think what the concept of the disk drive plugging into the cartridge port could mean to you, the games you play and the time taken to load them!

their weight in gameplay gold? A brill compilation would make the drive a 'must have', so we've played them all and rated 'em out of ten.

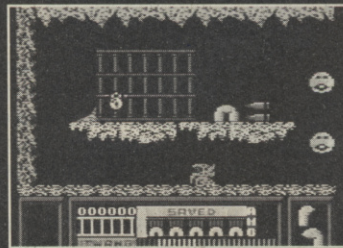


PYJAMARAMA - The sequel to *Everyone's A Wally*, and when you load it up you'll understand why. This arcade adventure is so tame it should be in the circus! Wander around and get killed by 'orrible ghosts, and that's it!

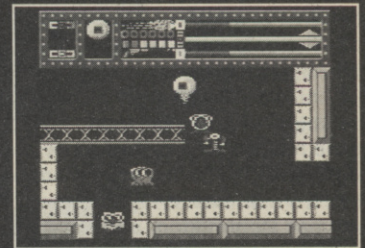
**



TOP DUCK - An oddly amusing *Bubble Bobble/Pac Man* hybrid starring a duck. Run along platforms pecking bricks to kill insects (!?!). Control quirks make it a curiosity, but at least refreshingly silly.



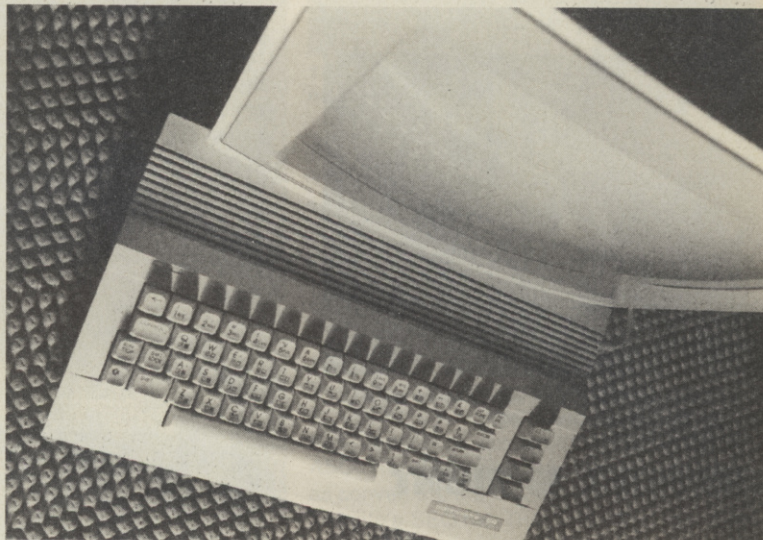
FROSTBYTE - A real old-time gaming star. You control an implausible bendy pipe type thing that has to dodge and leap uppity downy monsters. Solidly playable and just frustrating enough to keep you playing.



EQUINOX - Fast spheroid fire-power fun, as you skate around a large spaceship looking for things to kill. A control game, this one has to be played on keys - so 'stick jockeys watch out! Dated but still okay(ish).

INSIDE INFO

Storming back to full strength, Inside Info returns. Techie bod, Jason Finch, is here to answer all your techie queries. So if you're having hassle with your hardware, trouble with your tape or are doubtful about your disk drive, then drop him a line at Inside Info, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.



DRIVE HASSLES

Dear Inside Info

I have a KY-100 5.25" floppy disk drive for my Commodore 64. Is it possible to alter the disk controller so I can retrieve files from some old disks that I have, which are formatted in DOS2 and DOS2.5? Secondly, is it possible to produce a screen size of 320 by 160 with the Commodore 64? Can you help please?

Mr D.Winder, Darwen, Lancashire

Hmm... tricky. First of all there is no simple way for you to retrieve those old files unfortunately, because it just isn't possible to change drives in that drastic a fashion. The only thing I can suggest is that you get hold of a DOS2 drive and attach it to the 64, load in the files you want, then connect your KY-100 and save them out on to that. It's a bit like trying to convert files between Commodore and MS-DOS drives.

On your second point, that isn't possible either (what a great start to this section!). You can get a screen size of 320 by 200 or 160 by 200, but not the particular combination you are after. For those of you who haven't the foggiest what I'm on about here, the sizes refer to 'pixels' - the smallest dots that your wonderful computer can display on the screen. Each character is eight pixels horizontally by

eight pixels vertically. Sorry to have to disappoint you on both questions.

OLD TIMER

Dear Inside Info

I have a cassette deck that used to be my brother's a few years ago, which was for his VIC20. The deck is the right one for my 64 too. It loads most of my games but there are a few that it won't load. If I bought a new cassette deck would this solve my problem and where could I purchase one?

Mr J.Osborn, Welling, Kent

THE SPYKED BROLLY

In 1986, Georgi Markov, a Bulgarian diplomat, bumped into a man with a brolly in the street. Shortly afterwards, Markov felt ill, collapsed and died.

Not too weird, you might think. But when the pathologists cut him to bits afterwards, they found a tiny poison-filled pellet in him. It was about the size of the ball in a Bic, and had been injected through the umbrella by the spy Markov bumped into. Interesting, eh?

tape heads (the important bits) decreasing. They also get knocked out of place a bit now and then just through general wear and tear. This means the heads need 'realigning', and there are kits you can buy to help you do this. Some games are rather sensitive and need decks that are 100 per cent accurate, so I would recommend that you buy another one - it's probably about time. They are about 30 quid and can be bought from most places that sell C64s. Alternatively, give Datel Electronics a buzz on 0782 744707.

PLAY PASS

Dear Inside Info

Here is a very different password program that takes no typing in or any A\$ statements. All you need to do is type it in, then run it. When "ENTER PASSWORD" comes up just press play on your tape deck and then when the last message comes up stop the tape:

```
10 PRINT CHR$(147): POKE 808,239
20 PRINT "ENTER PASSWORD"
30 WAIT 1,16,16
40 PRINT CHR$(147)
50 PRINT "THANK YOU. YOU ARE CLEAR TO PASS"
60 WAIT 1,16
70 PRINT CHR$(147)
80 REM ** REST OF PROGRAM **
```

Now for a few questions.

1) How do you get SYS numbers for games?

I've got an Action Replay if that helps.

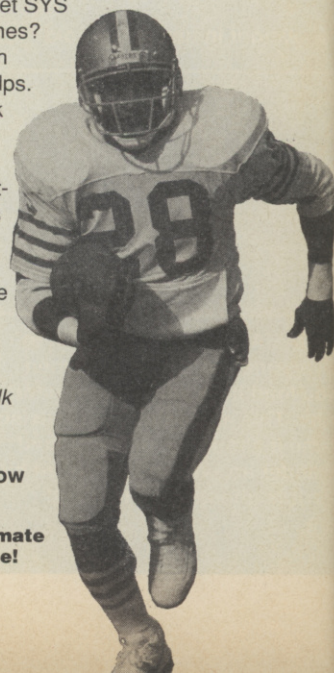
2) When is 'Back to Basic' coming back to CF?

If I don't get a letter printed in this mag soon I'll go somewhere like Zzap. This will be the fourth letter that I've sent in!

Chris Maton, Lowestoft, Suffolk

Awww, such threats. Well, now you've got one

Red 42! The ultimate play pass offence!



COMMODORE 64

PERSONAL COMPUTER
Programmer's
Reference Guide



Includes the Commodore 64C

The ultimate answer to the Universe - C64! (I think it was number 42, actually - Ed.)

'sequentially write' and 'sequentially read', respectively. You should find some more information in your disk drive manual - an explanation of them here would need an article of its own.

TAPE TO DISK

Dear Inside Info

I was lucky enough to receive a disk drive for Christmas and since then I've been trying to write a program to transfer tape to disk but as yet I have not succeeded. Is there anybody out there who has? I would be grateful for any help that you could give me.

Craig Milward

Well it all depends on what sort of things you want to have transferred from the humble tape to the worshipful disk. If it's your own programs, then all you need to do is load them into the computer from tape and then save them out on to a suitable disk. If, as I suspect it might just be, you want to transfer commercial software like games on to a disk then you should slap your wrist because it's not allowed.

Anyway, programs aren't generally used to transfer stuff from tape to disk; cartridges are. Something like Action Replay should help you out no end, a review of which was featured last month. But don't do anything naughty with it (as if any CF reader would even contemplate such a thing).

TOTAL RECALL

Dear Inside Info

I have been a proud C64 owner for three years and have been programming Basic for even longer. But I am still puzzled - is there a way to store a screen of data without having to record and recall 1,000 characters and 1,000 colours on end? If so, what is it?

Craig Chapman, Radford, Coventry

'Eek, this is bordering on the very difficult but I'll try to be brief. Yes. Is that okay? Oh you want to know how to do it as well? The technique of storing

Clunk, click, every trip, with TIB's new safety seat-belt.

TECHY TIPS 43

printed. I trust that the positioning of your letter on this page is to your satisfaction?

Thanks for the proggy. To get SYS numbers for games you have to search through a game's code and therefore need to be a competent assembly language programmer. Are you - hmmm? Regarding the series, I don't know anything about its return, so you'll have to write another letter to the great Ed and wait again for a reply to your fifth letter.

TEXT TO DISK

Dear Inside Info

Please, please help. I'm really puzzled. I got a C64 with 1541-II disk drive for Christmas. Trouble is, if I try to save a block of text on to a blank formatted disk it won't save, yet I can save computer program listings easily enough. Can you please tell me how to save text on to disks, as not only being new to computing, I'm also at my wits end. Also, can you recommend any good Commodore books for beginners?

Gail Worthington, West Bromwich

The best book that you could buy at this point would probably be the *Commodore 64 Programmer's Reference Guide*, which is widely available. It features most aspects of the computer with plenty of examples, and I wouldn't be without my copy. Other than that, you should be cautious about buying books on Basic programming because the Commodore 64's Basic is different to most others. Look out for series in magazines, too.

Regarding the permanent storing of text, it all depends on how your text is temporarily stored. Most word processors have the facility built in, so you should buy and use one of those if you are writing something like a report or letter. Otherwise, what you must do is create a 'sequential' file (the data is recorded sequentially) and write a number of 'strings' to it. By strings I mean things like A\$ or W\$ or whatever. Below are two short examples of writing and reading, in that order, text to and from a disk file:

```
10 OPEN 2,8,1,"FILENAME,S,W"
20 A$="COMMODORE FORMAT"
30 B$="MAGAZINE"
40 PRINT#2,A$;PRINT#2,B$
50 CLOSE 2
```

```
10 OPEN 2,8,0,"FILENAME,S,R"
20 INPUT#2,A$
30 INPUT#2,B$
40 PRINT A$;B$
50 CLOSE 2
```

A file will be created called FILENAME in the disk directory. The code SEQ will appear next to it to indicate that it is a sequential file. The 'S,W' and 'S,R' mean

less information than you really need, and still being able to recall it all, is known as 'data compression' and it can apply to anything, not just characters and colour information. You could use it for storing sprite data for instance - in fact anything that has repeated numbers in the data. There are loads and loads of different methods, the simplest of which follows.

You store each number as usual until you come to a place where a number is repeated twice, one after the other. Then you scan along the rest of the information for how many more times that same number occurs without a different one in between. Then you store that number and carry on until the end is reached. So, say you have 40 spaces on the screen, the code number for which is 32 - check out the User Manual. You would record 32,32,38 because there are 38 spaces following the original two. Recall is the reverse of storage. When you get a number repeated, use the third for the number of repeats. Got it? Good.

ULTIMATE DRIVE

Dear Inside Info

In the CF18 Inside Info I read that TIB are releasing a 3.5" disk drive for the C64. You told us the price of the drive but what you failed to tell us was:

- 1) When is it going to be released?
- 2) How much will the disks cost?

Matthew Connolly, Bacup, Lancashire

TIB PLC have already released the drive, but they have been having a few problems with it - namely that some bits don't work quite as was originally intended! So I'm

not entirely sure what the availability of the drive is at the moment. It would be best if you call them on 0274 736990.

The disks are standard 3.5" disks and can be bought from all computer shops. They are usually about £1.50 or less each, depending on the shop. You would need double sided, double density ones. Alternatively, look out for reputable mail order companies because they usually sell them a lot cheaper. In fact, TIB were running a special offer whereby you could get 20 disks together with a storage case for just £15.00.

NB: See p.39 for more info on the TIB drive.

DEAR CLAIRE...

If you've got a techy tip or any C64 news you want to pass on, then, write to: Inside Info, Commodore Format, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.

Don't forget to include your name and address, and if you send a tape or disk, put your name on that as well.

We're building up quite a stamp collection here, so please, no SAEs (as we can't reply personally to each letter)!



HORROR BEYOND BELIEF!

CERT

X

The Mighty Brain



Are you brave enough to tackle one of the universe's greatest intellects in a cerebral correspondence challenge? Oh you are! Well then, drop The Mighty Brain a line at Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

PLAYERS' HANDBOOK

Dear TMB

I have returned to my C64 after many years (don't part with your 64, you WILL come back to it) but find that I am unable to obtain any books listing earlier types of adventure games. Could you please help me with this?
Jack Spiers, Loughborough.

Jack, now I'm glad you asked me that, no I really am. You see a few weeks ago a new book dropped through the CF mailbox. It's called the *Adventure Gamer's Manual* and costs £12.95. It contains synopses of both early adventure classics and the modern marvels, across a wide number of formats. It is far more than that though, as the bulk of the book concerns itself with the theories and techniques used to

create adventures, and provides many a helpful hint for playing them!

The Adventure Gamer's Guide, by Bob Redrup, is published by Sigma Press, ISBN 1-85058-253-X. Or, if your bookshop is unable to order you a copy, 'phone Sigma direct on 0625 531035.

TMB

TWO INTO NONE

Yo TMB! (to coin a phrase)

I have a slight problem. Y'see being the owner of not one but two computers, I am normally better off than most. However, over recent months a slight problem has occurred. My parents have confiscated both my Speccy and my C64. Recently, I have found myself becoming incredibly irritable, short-tempered and unable to concentrate. With my scholarship exam coming up very soon, these factors, and especially the last one, are becoming rather worrying. I have a strong feeling that my lack of concentration stems from a lack of blasting aliens to kingdom come. This problem is getting more on my nerves by the minute; and without a joystick blast soon, I feel I will definitely crack up. What am I to do?

Alexander Young, Oxford.

Hmm! Now you see I'm torn. You are dealing with two areas close to my heart (at least metaphorically!). Firstly, you are obviously a keen gamer with a taste for high-speed action, but you also have an excellent chance to exercise sheer brain power in your exam. So this would be my suggested course of action. Talk to your folks and remind them of the old adage "all work and no play, makes Jack an incredibly irritable, short-tempered boy who can't concentrate". Then offer them a deal: they let you have one of your computers (your C64 not the Speccy, as I feel

MISSING MOVIES

Dear TMB

Was there ever a C64 cover of the film *The Last Starfighter*? And if so, where can I get hold of a copy?
Fraz, Brough.

The Last Starfighter (Lorimar/Universal Pictures 1984) was never made into a computer game. If any film was ever ripe for conversion it was this one! The hero was selected because he was an arcade ace and the *Death Blossom* finale was just like a smart bomb! A shame, a real shame.

TMB



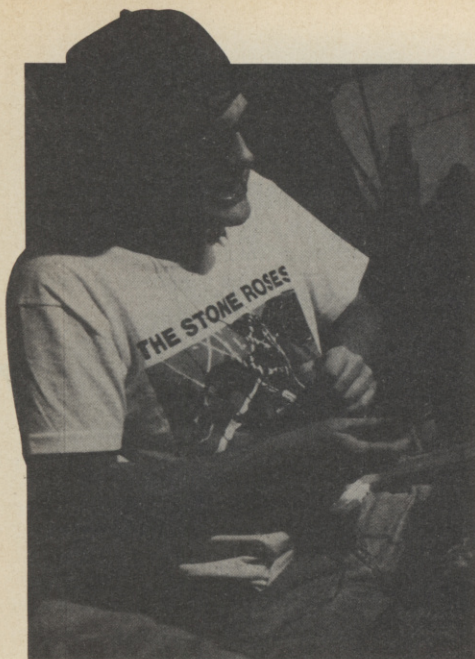
The soppy bit from the Last Staff Writer.

the Spectrum would only increase your frustration) on a limited time basis - say one night a week or for an hour every couple of days - if you're up-to-date with your revision. This way you get to slay off-world nasties, you can concentrate, you're revising and everybody is happy. Good luck with the negotiations, and remember that most parent-types don't recognise computer games as the legitimate form of entertainment that they really are!

TMB

COMMODORE FORMAT June 1992 Making movies?





SIMPLY BRILLIANT?

Dear TMB

I was reading your review of *Super Seymour* (CF19) and read about it being very difficult and the graphics not very good, but I thought seeing that it got 90% and "It's a Corker" I'll buy it. I went out and purchased it at 10.40am on Saturday. I sat down when I got home and loaded it up saying "this'll be good".

So there I was when it loaded, dancing to the jolly music which the review said was "not brilliant". That was the first thing I found that differed from your review. Then I pressed fire to start the game and when I saw the graphics I thought that they were some of the best background graphics I'd seen. My second disagreement with the review.

Then I started playing and died. But on my third go I reached level seven. Then, on the next few tries I kept getting to higher levels until I reached number sixteen.

The next morning at 8.30am I loaded the game up, danced, gasped at the graphics and got to level 16 with all my lives, and proceeded to the next without taking a hit, thinking "yippie! Level 17 here I come!". But no, it was back to level 1! I'd completed it within 24hrs of buying it!

Now either your reviewers are totally useless games-players or I'm simply brilliant! Perhaps the readers who also have bought this game could write in to say what they think of it.

D McCormack, Cranfield.

The review of *Super Seymour* was the focus of a lot of discussion in the CF office. Most of the team had a blast and the results were interesting. James and Trenty found it hard going, Cathy was reasonably good, while Roger and Ollie were brilliant - and you fall into this group. We reached the opinion that it was highly playable (what more proof do you need than it getting you out of bed at half-past eight on Sunday!) and that some players found it a bit tough.

Anyway in arcades like *Super Seymour*, it's not just finishing that's important but also your score - as both require different playing styles. So there's life in the old budge yet!

James Leach, a games-player so talented that he couldn't finish *Super Seymour*. HA!

What this case does show, however, is that reviews are opinions. CF's opinion always tries to reflect the overall merit of a game: how good, bad or indifferent any bit of software is as a total package. But while the writer always strives to deliver the definitive opinion, some people will inevitably find that our conclusions differ from theirs.

So always pick through reviews and try to separate out opinion from fact. If the review says there are eight levels, then rest assured that there are eight levels, but if the review states, "I thought the game was too hard," then filter this through your own experience. Because, if you are a red-hot games-player and the reviewer is writing for the average player, then you might find the game-play a little easier than other people would.

Your clear and concise opinions, though, are always welcome, so write in and let us know if you think we're too generous, too tough or even spot on!
TMB

TYPE CAST

Dear large amount of Grey Matter
Please, please, please, help me. Whenever I type in a poke listing, if the line doesn't start with a number, a message appears saying: "?SYNTAX ERROR". I say again, please, please, help me!
Daniel Taylor, Dover.

Pokes are small programs that subvert the main game code. For this reason, each line of the poke must have a number, so the C64 knows exactly in what order to execute each instruction.

A REG

Dear TMB

Please answer my humble questions, you gorgeous mass of nervous tissue.

- 1) Will *Starglider 2* ever come out for the C64?
- 2) Would you do one of those game round-ups for Soccer, just like you did with driving and flight sims please?
- 3) Can *Aliens* actually be completed?
- 4) Don't you think that Reg of *Coronation Street* is excellent?

Reg Guy, Southport.

Before I start Reg, what makes you think I am nervous? But enough of that, on with the answers.

- 1) *Starglider* was released nearly five years ago and so a follow-up seems a tad unlikely, especially as the Argonaut boys who coded it have since gone on to many new projects.
- 2) We could well run one of Archie Ack Ack Appleton-Smythe's game round-ups to run in conjunction with the European Championships this summer. He's put in for leave and will do it if the MoD decides he can spare the time.
- 3) Yes of course aliens can be completed! Am I not living proof of that? I am an 'alien' and I quite obviously have the necessary bits an alien needs (*are you sure - Ed?*), so I can be said to be complete.
- 4) I have avoided 'Corrie' on the advice of my doctor. However, when asked, the die-hard *Street* fans who put *Public Domain* together said "Yes!". And so it seems you are right Reg, Reg gets the thumbs up from the Fewtch crew.
TMB

However, because the pages of CF are divided into 3 columns - due to some ancient human printing tradition - sometimes a longish single line overflows on to the next line of text.

So, when typing it in though, you should type it as a complete and continuous line, only hitting return when you need to start the next 'numbered' line.

Here's an example from CF20's *Road Runner* Poke (page 30):

```
4 INPUT "INFINITE LIVES Y/N";A$:IF
A$="N" THEN POKE 412,24
```

This line 'wrapped' in issue 20 after A\$="N" (as it has wrapped here after IF), but needed to be typed as a single line. Sorry if this has caused any confusion. If you had hit return after A\$="N" as it appeared in the mag you'd have met your old friend Mr ?SYNTAX ERROR again!
TMB

THE OLD SWITCHEROO!

Yo Mighty Brain

Before you say it (*it's you again, ha, beat you - TMB*), yes it's me again from CF18. Look you may not believe this but it's true, you can even try it if you don't believe me, OK?

I bought my trusty CF9 ages ago and there was a poke in it for infinite lives on *Action Biker* and the poke could only be used with a Reset Switch, which I haven't got.

Anyway, I loaded *Action Biker*, turned off the computer, typed in the cheat and turned it on again quickly. After all that, I pressed return and, sure as fate, *Action Biker* came back on all ready for me with infinite lives. I was stunned. I couldn't help saying to myself

Reg from Corrie, cunningly disguised as Gail Platt.



HALL OF FRAMES

Dear TMB

I have been reading *CF* for sometime now and I always look forward to reading your section. So I have decided that it is my turn to fire some questions at you. So here we go:

- 1) I have been looking for *TV Sports Football* for sometime now and can't find it. Can you help me?
- 2) Have you got a cheat for *Flimbo's Quest*?
- 3) Since January's *CF*, on the scanner you have said you are going to review *Mega Twins* next month but you still haven't reviewed it. When are you going to review it?
- 4) How about some more PD demos on the Powerpack like in issue 12?
- 5) Where did you find Roger Frames?
- 6) Why did you employ him?

Mark Wyatt, Colchester.

1) *TV Sports Football* poses two problems: it's very old, and recent changes at Mirrorsoft Towers have left a lot of grey areas in terms of back catalogue stuff. Mail order ads would be my best suggestion.

2) No.

3) Every month we ring US Gold and they tell us that the game is in final testing. So we put it on the innermost ring of the scanner. Then it doesn't show for review and we ring the Goldies and they say that it is still in final testing. The result of this is that the game has been virtually ready for review for three months, a position the scanner has mirrored. This is in no way a criticism of the Goldies though. They want to make sure that *Mega Twins* is as good as possible and won't release the title for review or sale until it meets their high quality standards.

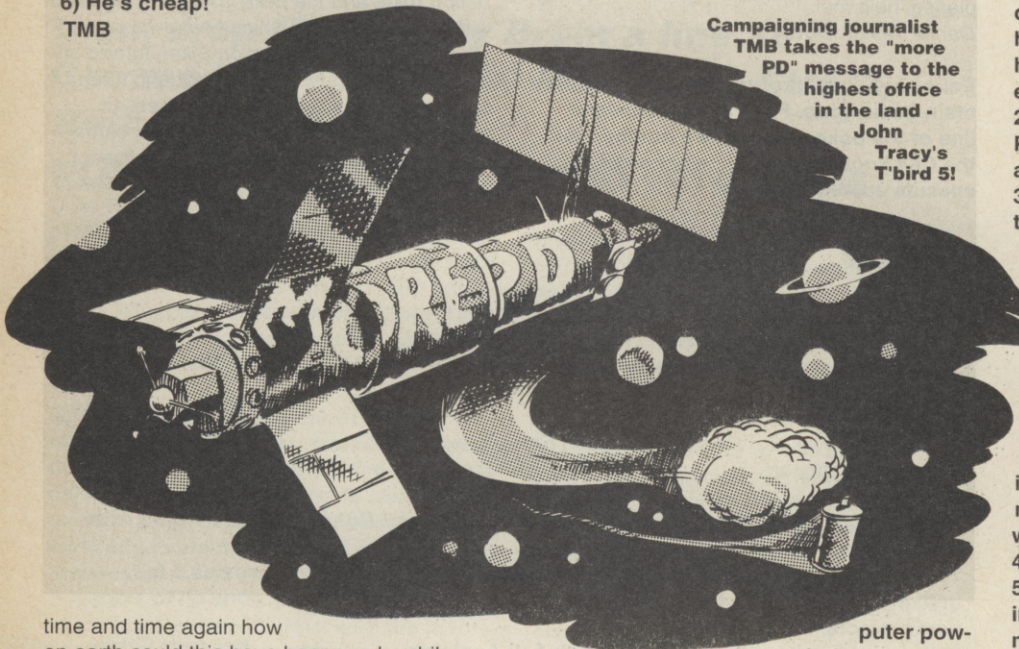
It's annoying to have to wait for so long, but when the wait is for the sake of improved quality, it can only be for the best in the long run. So we'll review it when USG are happy with it.

4) OK, you'll see some on the tape real soon(ish).

5) We found Roger in High Wycombe High Street with his nose pressed up to the glass of Smiths and salivating over the full-price games.

6) He's cheap!

TMB



time and time again how on earth could this have happened - while completing *Action Biker*. So let's get on with the questions:

- 1) Why do they sell Reset Switches if you don't need them?
- 2) I am still amazed.
- 3) Please print this as it is really bugging me.
- 4) How much would I sell my Commodore and 90 games for?

David Wilson, Falkirk.

You did what! Without a! Now I don't doubt that you did this, but you appear to have been what they say in the games trade as unfeasibly lucky!

A Reset Switch simply arrests C64, but doesn't turn it off! Turning off the com-

puter powers it down and you were lucky not to lose everything you'd just loaded in.

The poke you typed would have made no difference, as with the power off the keyboard doesn't tell the C64 a thing! You must just have messed with the code enough power-wise to scramble the life counter. Lucky or what!

- 1) Because you can't always trust to luck!
 - 2) So am I!
 - 3) Oh, OK then!
 - 4) It sounds like a priceless collection to me. So nothing, as nobody could meet even a reasonable asking price - except maybe JP Getty III or Imelda Marcos!
- TMB

12 GAUGE AUTO-LOADER

Dear TMB (The Mighty Blob) Ha! Ha!

- 1) You did not state which car-park that Matthew Ibbs (*CF*19) was supposed to meet you in!
- 2) I bet that machine-gun you've got is loaded with blanks.
- 3) Is Sega better than a Nintendo? And don't give me a silly answer as my computer has a major problem with the load command, and only understands it when it wants to.
- 4) When are you going to put a decent game on the Powerpack, like *Head the Ball* or *Cyberdyne Warrior*?
- 5) Fink ya rad, then why don't ya challenge me! I'll get my Ozzi 9mm and blow ya ta bitz. Jonathan, Peterborough.

A '45 longslide and a quarter of Jellybabies please!



- 1) I didn't state which car-park the confrontation was to take place in because I didn't want innocent bystanders to be hurt. If Matthew, and his curious culinary habits, wants to have a go, then he'll know exactly where to come.
- 2) No it was not loaded with blanks. A Phased Plasma Rifle, with a 40W range, is a weapon not a prop!

3) I personally prefer the Sega Megadrive to the Nintendo SNES. But this is solely because the Sega joypads look like little spaceships. There isn't really much to choose between them: the SNES has more custom hardware; the Megadrive the faster 'clock speed'.

However, a simple loading problem shouldn't make you want to trade in a computer for a console. For starters, your C64 doesn't have an innate intelligence so it can't decide to load or not. Therefore, it seems you have a hardware fault. What about getting it fixed?

4) *CF*17!!!

5) I do not think I am rad. But what I lack in the 'rad' department is made up for by my ability to spell Uzi!

TMB

THE END

Is there something you just must know? Then drop TMB a line at *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. The Brain scours each month's mail for the very smartest letters. He reads each one but can't reply by post (so don't send any SAEs). The cream of the crop will be used to create the best letters section in this time/space continuum.



A large, stylized illustration of a red, round-faced character with spiky red hair, wearing round glasses and a blue jacket, smiling broadly. The character has a friendly, bubbly expression with wide eyes and a large, toothy grin. The background is a solid yellow color.

ry **NNOOOOOO!!!** Th t

So it's dead smooth, fast, big and has that addictedness that makes you want to use up loads of expensive electricity, playing it well into the night. So do as I did. Sell your bed to raise the dosh for this one.



The graphics are completely excellent. And what atmosphere! Close your eyes and you could believe you're actually there (*rub-bish! You can't see anything. Ed*). As your animated guy wanders around, loads of skeletons, flying demons and other things materialise (at least, in the Greek myth bit they do).



But you never know - you might get the hang of it. If you do, you'll find *Myth* to be completely brilliant and very, very large.

84%

Turrican II is, at its simplest level, a platform shoot-'em-up. But wait till you see it! Tons of sprites, buckets of colour and loads of incredibly illegal weaponry make it a classic game. Truly a diamond among small bits of broken glass.



Always use concentrated firepower to get those whites looking really white - and without a boil wash. (What is a boil wash? And what's so bad about it? Mum! Muumm!)

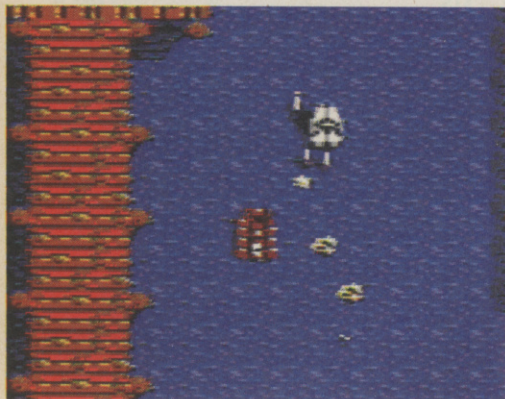
92%

The Hit Squad £3.99 Contact 061 832 6633
We don't seem to hear much from old Jamesy Bond these days, do we? But it's nice to see the odd game coming out at a less ridiculous price. *The Spy Who Loved Me* is a vertical scroller, where you have to drive

48 BUDGET TIPS

James's car, boat and, er, blobby thing up the screen as quickly as you can.

Of course, the route you've got to take is filled with obstacles, and there are loads of weird tokens floating around (which you've got to collect). So you're basically just belting up the screen, shooting at baddies, running over pedestrians or swimmers, collecting tokens, and trying not to crash into things. It's just like real life, actually.



Ah, a life on the ocean wave. Sun, sand, surf and baddies shooting at me from behind my back, the sneaky cowards.

This is one of those games that certainly isn't bad, but isn't special either. It's certainly got that addictive 'one-more-go-and-hang-the-expense' factor, but, ultimately, it's a simple game that remains the same every time you play.

Graphics are fine, and you get a fair bit of speed up, so it's not rubbish on that score. That's about all I can think to say about it. Oh, the film has got some good bits in too.

THE SPY WHO LOVED ME

Not as bad as finding a nest of spiders in your wellingtons, but not as good as finding an old fiver in there either.

FRAME RATE



70%

SOCCKER PINBALL

CodeMasters £3.99 Contact 0926 814 132

Wow! Not only is this a pinball simulator, but it's also vaguely got something to do with soccer! That should please Bert Rawlsden, the famous Yeovil Town striker and obsessive pinball fan. But will it please you?

I gave this an evening's worth of play and decided



I didn't move fast enough. Before I could paint my face green and adopt the symptoms of bubonic plague, Veronica and Mum (the traitor) had cornered me and forced me to act as a stupid dress-maker's dummy. I thought I would die of shame.

I could only think of escaping and playing my 64 for some calming violence.

that it starts off as pretty addictive. You spring the ball up the, er, machine, and then try to flip it around into the other players and eventually the goal.

The pinball machine has a football pitch drawn on it, and your main aim is to stop the ball going between your bottom flippers. When it does (as it eventually must), it's a goal against you. And you'll scream, cry and join a weird religious sect in your annoyance.

After trying to keep the ball out of your goal, try and score in the opposing team's goal. And that's it. Simple idea, simple background graphics, nice ball movement and some silly piccies of footballers scoring, crying, kissing, etc.

So it's not very inspiring, actually. Pinball is frustrating, and you want to win, but after a while you'll want to go out and sit in the garden or something. And after you've forked out £4, you might do a bit of crying yourself (like a big girl).

SOCCKER PINBALL

It's not bad, but it gets boring after a while. You can have cheaper fun by turning an old Marigold glove inside out and doing Sarah Greene impressions for strangers at 10p a go.

FRAME RATE



53%

DRAGONS OF FLAME

Kixx £3.99 Contact 021 625 3388

Time to disappear into weird mystical land again. Yes, *Dragons Of Flame* is a huge multi-load Dungeons and Dragons type quest, in which you control a group of berks with silly names as they wander around a besieged land. There's Bluefoot the dwarf, Piggie the hamster, Greencyst the barbarian and Toby the estate agent, all of whom continually get into combat with various hideous underworld forces.

Either you love these games or you'd like to pop them under the wheels of heavy earth-moving equipment. If you do love them, you'll find oodles to do in *Dragons Of Flame*.

I whacked him with a ball-bearing, so I'm not surprised that the goalie has got a bit of a headache. I'll do it again in a moment. Watch...

COMMODORE FORMAT June 1992 - read it - don't be a dummy



Argh! Toby - get this wasp off me! You know I'm allergic to wasps. They inject you with their horrid pointy bums! Urgh!

There are two views of the action: a close-up sideways combat one, and a map with mountains, rivers and Burger Kings on it.

It's all fairly slow, and the land you wander over is massive, but as quests go, this one is worth having a crack at. If I was a mean, bespectacled cheapskate, I'd give *Dragons Of Flame* 70%.

DRAGONS OF FLAME

For the hardened adventurer, it's better than sellotaping algae to the sides of your face and calling yourself Steven Spielberg. Bit boring for the rest of us.

FRAME RATE

70%



LOTUS ESPRIT TURBO CHALLENGE

GBH £3.99 Contact 0742 753 423

Now this is my cup of brown water with flakes drifting round the bottom! A decent racing game. Not only that, it's a decent two-player racing game. With a split screen and everything! How can it fail to stir you?

The idea is to race a vastly expensive Lotus round some bendy circuits, beating



Get outta my way, plebs, I paid for this game, you know! I'm the only one allowed to drive on this circuit. Me, do you hear. Me!

loads of supposedly famous people in other Lotuses. It's all in 3D, and the sprites are huger than Pavarotti's bathroom. Not only does it look exceptionally good, but it's as fast as a royal on the M4.

The better you do, the further you start from the front of the grid, which is a bit annoying, but once you set up the car's gears and handling, you should be able to win the first couple of races with practice. I couldn't, but then I was trying to keep the fuel consumption down (it all costs money, you know, and someone has to pay).

The two-player selection has a split screen, with both humans watching with glee as they race past each other. It's classic fun, and if you can beat them, you'll feel good for the rest of the day (like I did when I beat Barry, my second best mate, who's got the fastest Scalextric set this side of High Wycombe, remember).

Yes. I'm quite prepared to give Lotus a Corker. I don't care what you think. I think it well deserves one. Hooray for British sports-cars! (Well, the ones that are left).

LOTUS ESPRIT TURBO CHALLENGE

Hot-rodding action round twisty-turny circuits with loads of opposition and a stonking two-player bit. Every bit as good as a large postal order!

FRAME RATE



90%

SHADOW WARRIORS

The Hit Squad £3.99 Contact 061 832 6633

Disruptive ninja violence rules the world. Or rather it doesn't, but it'd probably like to.

Shadow Warriors isn't really about shadows, but warriors. You play a guy in a blue boiler-suit who must wander around kicking, slamming, punching and doing the washing-up on the mean streets.

The idea is to fight some chunky blokes in green boiler-suits. They run on in front of you, threatening severe physical trauma. Brace yourself, and let the fire-button do the rest.

It's not a bad game, is *Shadow Warriors*. But there are so many ninja games that you've probably either got one just like it, or

you don't ever want to own one at all. Remember, £4 will buy you one 22 thousandth of a Ferrari Testarossa, so sticking it in a bin-liner under your bed for when you're older might not be such a bad idea.

So if you're on the lookout for a completely fab ninja game, tough luck and keep looking. But if you're a ninja fan, kit yourself out in an old black jumper, connect together a couple of banister rods with the chain from the bath-plug and wander down to the shops for your copy. It's not too disappointing, and the graphics are nice and big, if a little jerky.



Ha! I'll just hang upside down in this bat-like fashion until everyone gets bored and decides to go away.



Come on you greenies. Come and have a go if you think you're hard enough! Oh. Er, I didn't mean it. It was a joke, honest. Ow! Oww!

SHADOW WARRIORS

Okayish ninja game with absolutely no sign of either Tony Blackburn or the quiet one out of the Pet Shop Boys in it. But it's four whole quidlings, so buy it only if you can't get enough of the ninja format.

FRAME RATE



69%

HIT PACK NUMBER 1

Zeppelin £3.99 Contact 091 3857755

It just goes to show you, the Codies aren't the only bods to do four-packs. Here's one fresh from the Zeppelin's country mansion and indoor arboretum-cum-fish processing centre.

KENNY DALGLISH SOCCER MANAGER

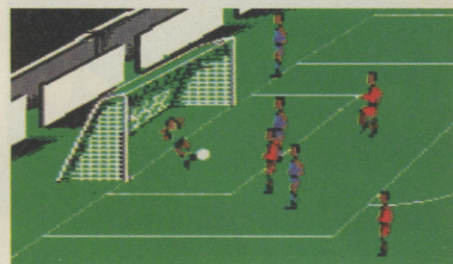
Yes, it's a management game. But it's all controlled with the joystick, and it's fast and gives you on-screen highlights of the game. If you must own a soccer management sim, then this is an excellent one to go for.



Simulator?

Simulator!?

Somehow I think the truth is being slightly stretched to cover a game which has never been within a hundred yards of a muddy car.



As the weird tall people close in, one of them takes the plunge and fires! Oh and it wobbles past the goalie and into the net. The crowd goes wild (both of them).

RALLY SIMULATOR

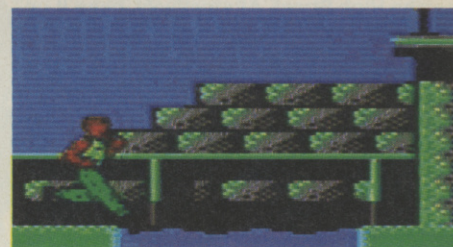
Hum. Not a simulator in any sense of the word, but a top-down view racing game. Burn round a well-confusing course, trying to avoid the other peeps. Not as god as *Badlands* or *Super Sprint*, but better than a punch in the ear from an irate panda.

PARA ASSAULT COURSE

Sideways-scrolling waggler. Flap your joystick as fast as you can. Jump over things, try not to smash your head on any stone walls. Friends tell me that this is exactly what the Parachute Regiment is like.

MOUNTAIN BIKE SIMULATOR

Again, not really a simulator at all. The task facing you is simple. You must ride a slightly



Gosh, that water is extremely cold. I thought the Army went round shooting people. I didn't realise that you had to jump over small ponds as well.



Yes, I know it's a boring screen, but get used to it. You'll fall off a lot if you decide to load up *Mountain Bike Simulator*. I'm glad I'm being paid to play it.

50 BUDGET TIPS

weedy mountain bike (seen from side view) over a series of tough bumps. You also fall off with astonishing regularity. It's difficult, it's not very addictive and to be honest it's incredibly annoying. We've got to be talking about the worst game since Crapsoft's *Pond Simulator* (and I just made that one up).

HIT PACK NUMBER 1

For a quid a throw, it's not really worth it. The best is *Rally Simulator*. *Kenny Dalglish* is good for a management sim, but the other two are as sad as people who still talk about 'The Hit Parade', thinking they're trendy.

FRAME RATE 49%

MANCHESTER UNITED

GBH £3.99 Contact 0742 753 423

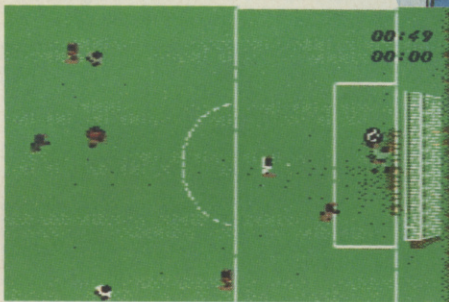
Football is a great game. Lots of rough and tumble, lots of shouting, muddy boys, and, usually, not a girl in sight. Magic. I'd play it all the time if my glasses didn't keep breaking.

Manchester United captures this spirit particularly well (apart from the glasses breaking thing). It's got plenty of management bits in it, with loads of decisions to be

The humiliation continued. Before you could say "Death by embarrassment", Mum and the dreaded Nolan had run up a gingham frock with fluffy sleeves and a rather risqué neckline.

Once they'd finished, I made my move. I belted through the house, hemline flapping, until I reached my room. But before I could get to the safety of my 64, I was rugby tackled from behind. Veronica, the meanest loose-head prop St Jeremy's had ever seen, threw me to the floor, beat me unconscious with my special budjit game box and hung me on the bedroom door.

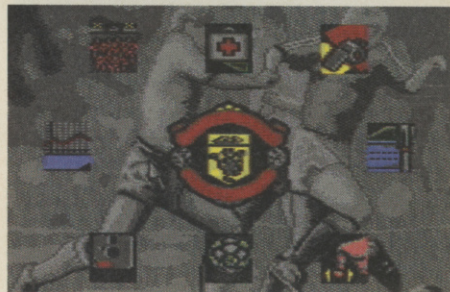
Seconds later, I came round. Veronica was using my 64, and beating my high scores. That moment was the worst in my life. I vowed to get even. Frames will have his revenge!



Where's Bryan Robson? He's lying on his back in the changing rooms, complaining that he's got a verucca and can't come out.



Doesn't the main menu just ooze class? Well that background picture's quite nice...



made on players, training, formations and how much jewellery you are allowed to wear as manager.

But before you think to yourself "oh no! A football management game. I've plunged into the utter pits of despair! What a personal disaster," and yawn yourself to death, listen - there's a lot of on-pitch action happening as well. Every match your team is involved in is played on a massive top-viewed field which scrolls around like a mad thing. You seem to be able to influence the play (so be ready with the joystick). You don't seem to be able to do that much as regards controlling the player with the ball, but the manual says you're doing something, so you must be.

It's fast, furious fun and makes *Manchester Utd* an excellent piece of software for footy fans (especially those who live in the Manchester area, possibly as far out as Stockport).

GET IT OFF YOUR CHEST

With summer well on its way and the thought of those gloriously sunny, long school hols, what better gear could you wear than an 'Urgh, Girls' Tee-shirt! Just the thing for wearing when playing your C64 in the garden, or walking up High Wycombe High Street. Alternatively, hang it up in your bedroom window to keep the sun off your valued C64 screen.

Come on and support Roger's cause and help him in his battle against Veronica Nolan (or just beat him at his own game) by snapping up an 'Urgh, Girls!' Tee-shirt.

At only £6.99 they're a real barg' (just think of all their uses), and you'll be the envy of all your C64 games-playing chums (and a friend of Roger's for life). Don't delay - Roger Frames' sanity depends on it! Get one now!

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MANCHESTER UTD.

If you've got to have a management game, make sure it's one with real players and some hectic on-pitch running around. It's as good as finding a load of Christmas money you didn't know about.

FRAME RATE

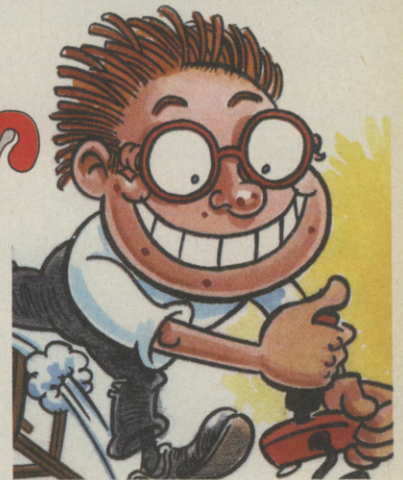
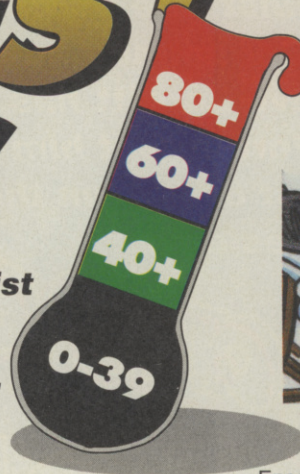
81%



COMMODORE FORMAT June 1992

FRAMES! GAMES

Aggh! One mistake, and the Ed makes me list every budjit game I've ever reviewed! Still, he paid me 57p! Not bad for 35 hours' work.



2 Player Soccer, Cult, £3.99, 63% CF12
3D Pinball, Mastertronic+, £2.99, 75% CF5
3D Pool, Kixx, £3.99, 36% CF19
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(I'm warning you Frames. One more time and you're out! - Ed)
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(Now, I really, really, really am warning you Frames! One more time! - Ed)
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(Okay you're forgiven! - Ed)

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(Mastertronic+)	081 960 2255
Kixx	021 625 3388
Zeppelin	091 385 7755
Challenge	0992 640600
Alternative	0977 797777
Encore	0922 55852
Hit Squad	061 832 6633
Hi-TEC	0742 587 555
CodeMasters	
(C'Masters)	0926 814 132
MicroValue	0661 860260
Tronix	081 960 2255
Players	0734 817 421
GBH	0742 753 423

Have you ever pondered the possibilities of pitting Strider against the hordes of SWIV, or taking the Bionic Commando into combat with the Foot Clan? Steve Jarratt has, and that's why Commodore Format set him the task of taking the very best bits, from the very best C64 games ever devised, to design...

The game that never was!

THE HERO

Chuck Armstrong – part man, part cybernetic prosthetic attachment, part space gambler.

Unlike most heroes, Chuck was abandoned by humans and found in a cornfield by robotic aliens (who were there on a sight-seeing trip to look at the strange circular markings left by human farmers).

Taken on board the huge spaceship, his extra-terrestrial foster parents soon learned to love Chuck as one of their own. As is the custom with intelligent androids, when he reached the age of 'one light-year service' (about ten) Chuck was given a complete overhaul. A slight bruise on his upper arm was mistaken for a rust-spot and he was given a powerful telescopic arm as a replacement one (*Bionic Commando*).

By the time of his 'second light-year service', Chuck eventually began to realise that he was different to his foster family and sought adventure and excitement elsewhere. His robotic family had spent many long evenings in, drumming into him the importance of a good education, and so, packed to the cerebellum with the mathematical laws of aver-

ages, statistical occurrences and random probabilities, he left home and became a brilliant galactic gambler.

Chuck proceeded to scour the Galaxy looking for bigger, richer gambling joints. Of course, keeping track of over 59 quadrillion different units of Galactic currency (most of which aren't even decimal) is almost impossible. So good space gamblers play instead for items of value... And Chuck is one of the best.

After a few decades in and out of gambling dens, Chuck has amassed a huge personal arsenal consisting of

a used Exoskeleton (*E-SWAT*), a rotating Laser Whip (*Turrican*), his own personal Dragon (*Dragon Breed*), a white dog well-versed in the Ninja arts of canine defence (*Shadow Dancer*), a rocket pack (*Rocket Ranger*), a shiny Turbo Lotus Esprit (guess what?), and a rather smart Fedora hat bearing the label, 'To Rick, all my love, Sandra'.

Almost overnight, Chuck saw the cold reality of who he was – a shallow wreck of a man (albeit with the fastest card-dealing synthetic arm this side of Proxima Centauri) – so he decided to put his ill-gotten gains to good use. And so is born Chuck Armstrong – all-round, good guy.

THE PLOT

Chuck's superheroic antics got off to a pretty poor start. After several 'cats stuck up trees traumas', a 'bear stuck in a lift fiasco' and the rather unfortunate 'frog stuck in a liquidiser debacle', Chuck was starting to despair that he'd never make the hero grade.

Then, on a shopping trip to Earth, he met Elvira – Mistress of the Dark. Chuck fell deeply and instantly in love. He was totally besotted with all of her, and extremely keen on several parts of her (*I think we get the picture! - Ed*).

Elvira too fell head-over-heels for Chuck, which was kind of fortunate. The two shared many a romantic night under the different moons of many planets and really did get on ever so well. Little did these star-crossed (if somewhat improbable) lovers dream though that Elvira's dark and mystic, past was about to catch up with her...



PATRICK ROSE

THE FIENDISH EVIL-DOERS

Many months before, one miscast spell wreaked a particularly horrid haircut on every creature in the Bydo Empire (*R-Type*), which put Elvira in the bad books of some seriously evil people.

And so it came to pass that in the middle of a hot cuddling session, Chuck and Elvira were visited by a Bydonese delegation. A nasty struggle ensued in which Chuck was knocked unconscious, stripped of his weaponry and dropped into a dank, dark and no doubt deep dungeon and Elvira was whisked away to a secret location deep, deep, deep within Bydo territory.

THE GAME

On recovering his senses, Chuck realises his plight and the plot. Grinning wryly, he thrusts his metallic arm towards the wooden door of his jail and, moments later, steps through to meet a dark and forbidding dungeon.

After several brief battles with Orcs and Goblins (*HeroQuest*, *Return of the WitchLord*, and *AN Other RPG of your choice*), Chuck finds himself in a massive room filled with angular rocks and towers. In the centre stands a tall, menacing



ing figure who slowly revolves, overlooking his grim domain. As he turns to face our hero, Chuck suddenly feels his energy drain. If he stands in this monster's gaze for much longer he'll frazzle away to nothing (*The Sentinel*). Using his bionic arm, Chuck gathers rocks and stacks them one on top of the other to form a huge tower. Climbing up he spies another platform just below him and leaps across.

Jumping from pillar to platform, Chuck finally reaches a high vantage point where he can see the top of the central tower on which the monster stands. Realising he's beaten, the lone creature vaporizes into nothingness, leaving Chuck on his own. With a mighty leap, Armstrong clears the gap and lands on the now-vacant tower. A surge of power courses through him (giving him a funny feeling in all the diodes down his arm) and the world disappears before his very eyes. (Well, actually, Chuck disappears before the very eyes of the world and re-appears in the middle of a flat, forbidding plain. The sky is blue, the ground is green and that's yer lot.)

After a brief wait, a small dart-shaped craft settles nearby and a strange mechanoid creature disembarks.

"Hi, welcome to Targ," screeches the robot (*Mercenary*). Never one to miss a golden opportunity, Chuck runs straight past the out-stretched arm of the Mechanoid, leaps into the ship and hits the turbo button (don't worry, it's nearly always red and marked 'turbo').

"Come back with that ship," comes the plaintive cry from below, "that's my brother-in-law's uncle's!"

Gunning the ship as fast as it can go, Chuck takes a while to survey this strange new world. The single city on the planet is criss-crossed by roads and dotted with isolated buildings. To his rear he sees a small dot on the horizon. As the dot gets bigger, Chuck rapidly susses that it's coming towards him, not going away. A missile hurtles past the cockpit and, almost as quickly as before, Chuck realises that the dot is approaching and firing at him!

A dogfight of breathtaking excitement follows, as both craft scream across the afternoon sky of this remote planet (just outside the Bydo Empire, as it happens). Both pilots tussle for the advantage, using homing missiles and stomach-churning barrel rolls (*After Burner*) to out-manoeuvre the opposition.



With beginner's luck on his side, Chuck manages to fly straight through the cables of a huge suspension bridge while his opponent successfully splits his craft into several pieces like a soft-boiled egg at the mercy of an egg-slicer. Flushed by his victory, Chuck attempts one last roll and, true to form, crashes into the dirt. Our dazed hero climbs out of the wreckage and stumbles over to a nearby building. Opening what is obviously one of those up-and-over garage door things, he finds, to his surprise, a garage filled with wall-to-wall car.

The vehicle has great, meaty tyres, a roll cage and one hell of an engine. Chuck jumps in and starts it up. With his foot to the floor, he hurtles out of the garage, on to the open plain and really lets rip. But (as if you couldn't guess) he soon spies a similar car in his wing mirror (presumably guided by a relative of the guy who just bought the farm in the dogfight) – and the chase is on!

Before long, the Tarmac scars of Targ give way to rolling, elevated roadways (*Stunt Car Racer*) neatly flanked on either side by

HOW TO MAKE A HERO

What makes a hero heroic? Well you need a dash of...



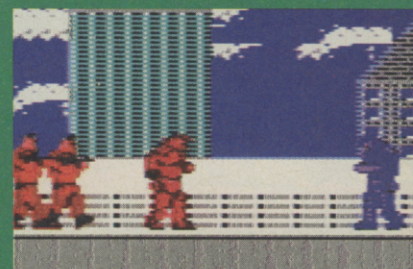
...glamour, cue *Elvira - Mistress of the Dark*. Then you'll need a pinch of ...



...senseless violence, cue *The Last Ninja*, two teaspoons of ...



...creepy locations, aka *HeroQuest*. Simmer for 15 minutes, then add...



... two suits of cybernetic armour from *E-Swat*. Stir this in well before...

precipitous drops. Just one false move and our would-be boy racer will be a boy-plummer, followed by a boy-crashing-horribly-into-the-ground.

The duel continues for lap after tortuous lap, with the roadways punctuated by yawning chasms and rollercoaster hills. Suddenly, taken by a brainwave, Chuck slams on his brakes just after the brow of a steep hill. His pursuer zooms over the hill, over Chuck

and, looking back to see where Chuck has disappeared to, over the road as well. Suffice it to say, the driver loses his 30% no claims discount.

Slowly finishing the course - and straying off only to complete a death-defying loop-the-loop, which he had seen earlier (*Hard Drivin'*) - Chuck trundles back on to the road and drives back towards civilisation.

During the next few days, Chuck explores great chunks of the city. He finds his way into the labyrinthine undercity, solves several puzzles and, after destroying almost every building on the planet for fun, is given an interstellar spaceship.

Snuggling into the leather upholstery of his fine new spaceship, Chuck starts fiddling with a few buttons to see, as all great space pilots say, 'what this baby can do'. Like most spaceships, this one is no slouch when it comes to firepower. Sporting the usual launchable nose pod (*R-Type*), multiple synch-firing orbitals (*Nemesis*), 'Fish' weapon (*Delta*), plus forward, up 'n' down and rear-firing lasers (*Armalyte*), this heap o' hardware is up to any space battle!

"Set speed and course for the Bydo Empire," says Chuck into the nav-computer. And, sure enough, a few hours later Chuck is wishing he'd said, "Plot a course for Alton Towers," because there in front of him lies the might of the Bydo Empire in all its squishy, gory glory.

Still, no bunch of smarmy aliens is gonna get in the way of our hero, so he kills 'em all (as you just have to do with aliens) and sets down on the planet at the heart of the Empire's domain.

Using all the weaponry, hardware, cunning and guile at his command, Chuck finally battles his way through to the big building which has 'final battle' written all over it.

Moving through the doorway Chuck notices slime and goo dripping from the walls

- well, it's the sort of thing you notice, isn't it? Anyway, as he moves deeper into the building the walls get even gooier and the rooms grow even darker.

Suddenly, his motion tracker starts bleeping - someone or something is headed his way! He spins around but can't see anything. Suddenly he is alerted by a noise behind him. Whirling a full 180°, he opens up with his

machine-gun and splatters an evil-looking creature against the far wall.

Its acidic remains bubble and hiss against the metal surface (*Aliens*), and Chuck really starts to wish he hadn't got up this morning.

After moving through several similar rooms and samey encounters, he finally nears the end of his trial. There, in a glistening cage, sits Elvira, chained up and looking, well, rather sexy actually, in that classic helpless heroine kind of way.

Just as Chuck is about to blast open the lock, out of the darkness steps... Kunitoki! (*The Last Ninja* series.)

"So, we meet at last Mister Chuck Armstrong!" grins the ancient Shogun. "Long have I waited for this moment... a final battle between two of the most powerful and enigmatic characters ever to grace the Universe with their presence."

"Do your worst!" cries Chuck, lunging at the vile Oriental with his laser whip.

"Not so fast, Charles," says the fiend, sidestepping Chuck's laserous advances. You are no guest here, so I may choose the mode of combat." Moving with the grace of a cat, Kunitoki slides over to a large ebony cabinet inlaid with mystic signs, dragons and oriental landscapes.

"You, Armstrong, are no match for my..."

There is a terrible pause. Elvira gasps as Kunitoki opens the cabinet to reveal a large, black leather case.

"... pitching wedge!" cackles the overlord, brandishing his favourite golf-club high above him.

"Curses!" exclaims Chuck. You know my alien parentage means that I can never go near sand. "One poor shot into a bunker - and I'm done for!"

"Hahahahaaaaaaah!" burbles the mad old Ninja, making a bee-line for the first tee in the way that only chat-show hosts and mega-villians can.

"I... I'm sorry, Elvira. I may not be back," says Armstrong as he slopes off towards the first fairway.

"Come back, Chuck, come back," cries Elvira, reminiscent of an old Chewits ad. She'd seen the tricky approach to the 14th green - it was a hole from hell!

And so the final duel between good and evil takes place on a reasonably close replica of the Doral Creek golf club (*Leaderboard*), deep in the heart of an alien Empire.

And only you can decide the outcome!

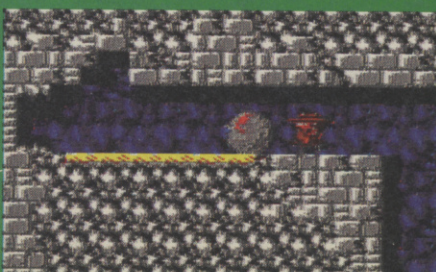
STEVE JARRATT



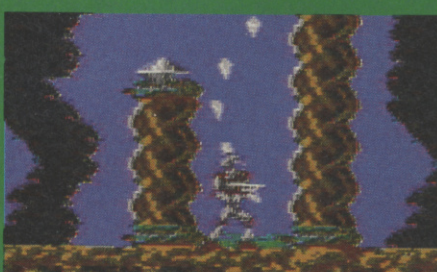
... sprinkling in *Lotus Esprit Turbos!* Then drain everything into a dish and...



... garnish with a *Rick Dangerous*. And for that little extra something serve...



... with a cheeky little *Turrican* side salad. Et voila, the perfect game!



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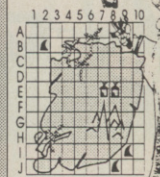


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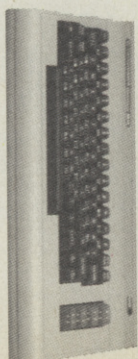
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Three full games get Powertested in this issue: Sensitive, Battle Valley, and Cyberdyne Warrior, with Indy Heat as the demo. **£2.20**

BACK ISSUE BONANZA

After last month's tidying accident in Roger Frames' bedroom, we've watched him carefully to see if he had any more CFs stashed away. And, true to form, the crafty Frames had several hiding places. So, if you want to get your mitts on a copy and annoy Roger, order your back issues now, at their original coverprice, plus £1 for postage and packaging per order (Rest of the World P&P £2.00). Fill in the form on the left - or photocopy it - with your name and address, then pop it in an envelope along with your cheque/postal order.

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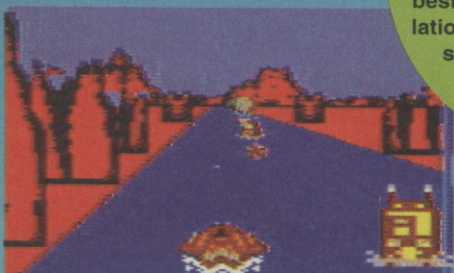
Run away! This compilation is about to explode! TNT is notoriously volatile and could blow up at any moment. So let's ask the thick-skinned, heavily-armoured James Leach to poke it with a pencil until the games fall out...



Imagine fighting some robots in the largest public lavatory in Dorset? You don't need to - it's all here!



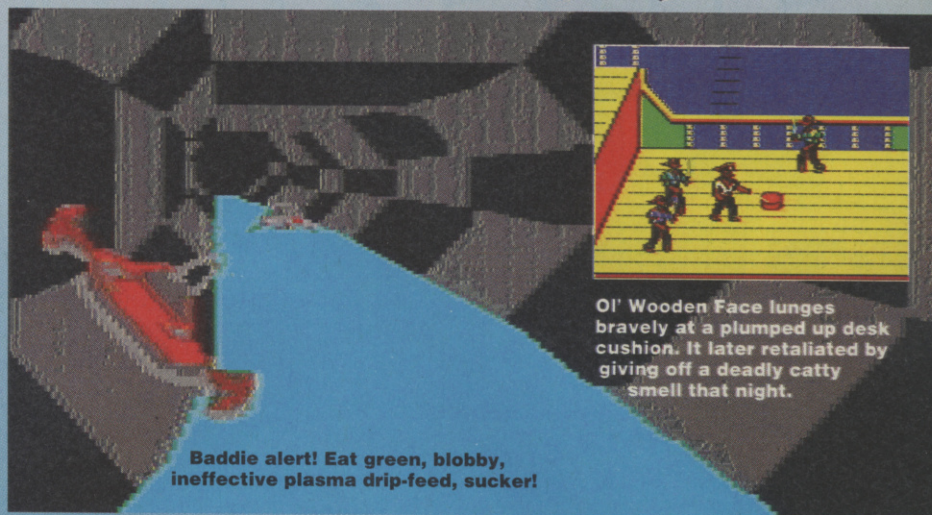
Ha! I've just blown up Evil Tim, owner of the brownest shoes in all Minehead. That's his helicopter hovering overhead.



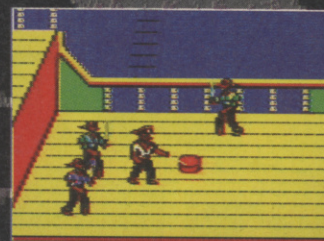
Outta my way, river hog. I've got a tiny half-full water pistol and I'm not afraid to use it!

Have ho, me hearties. Three pints of danger and a helping of rum. *Skull And Crossbones* sets you firmly in a sideways-scrolling chop-'em-up world. It's bright, colourful but not that sophisticated. There's a fair bit of fighting to do though, and a pretty decent two-player option to help you do it. Sadly, it's just a case of whacking the fire button to kill everyone, one by one.

Overall, it's about as mindstretching as lying fast asleep on a beach in Tahiti, listening to the sun dip gently below the horizon.



Baddie alert! Eat green, blobby, ineffective plasma drip-feed, sucker!



O! Wooden Face lunges bravely at a plumped up desk cushion. It later retaliated by giving off a deadly catty smell that night.

TNT2

Badlands, next. Sixteen courses packed with corners, straight bits and unusual hazards. Like *Indy Heat*, you must race a small sprite around the single-screen circuits. Three other cars belt around, too. But the most fun to be had is with another human racer. You can use missiles, bombs, guns and daffodils to disable your opponents and make sure you win.

TNT2

TNT2 actually won't explode, blowing off your underwear. But it's not bad. *STUN Runner*, *Badlands* and *Escape from the POTRM* are the best games, and as the compilation is fairly cheap, it's worth screwing in the monocle and peeping at.

Badlands is an excellent midget-sprite racer. Although frustrating, it's smooth, fast and controllable.

STUN Runner is next on the review-crew's Formica work-top. You've got to guide a sort of bubble-car with wings along a series of tunnels at high speed. Coming up the other way are various things to be blasted (or collected).

It's a nice idea, and with 24 levels there's a lot to do. In fact, it's a pretty good conversion of the old Atari coin-op. The only things wrong with it are that it sometimes looks slow and jerky and the sound effects are a tad harsh. The music is good, though. Yes, *STUN Runner* isn't bad at all.

In *Hydra* you have to chug along various canals and streams, carrying a virus in a jam-jar. Some nasty men try and steal it by blowing you up or ramming you, so you have to shoot them. There's a 3D behind-the-boat view, and you can speed up, slow down and weave around. It's really a driving game, only the road is blue. Er, and it's not very brilliant.

Hydra lacks excitement. It's tedious, the graphics aren't special and you'd only buy it on cassette if you had a cassette-shaped hole in your roof and needed to plug it.

Escape from the Planet of the Robot Monsters is a 3D wander-about jobbie. The idea is to collect things, avoid or shoot any robots you see, and explore. It's smooth and the 3D works well, but it lacks the competitive killing edge that makes a game corkerish. But it's big, nicely drawn and it's fun.

Game	TNT2
Publisher	Domark
Cassette	£12.99
Disk	£14.99
Release	Out Now
Contact	081 780 2222

POWER RATING

THE DOWNERS...

- *Skull and Crossbones* isn't particularly brilliant, sadly.
- Unless you've got a disk drive, compilations like this can be a real pain in the bonce.
- No real star game shines out.

100

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73%

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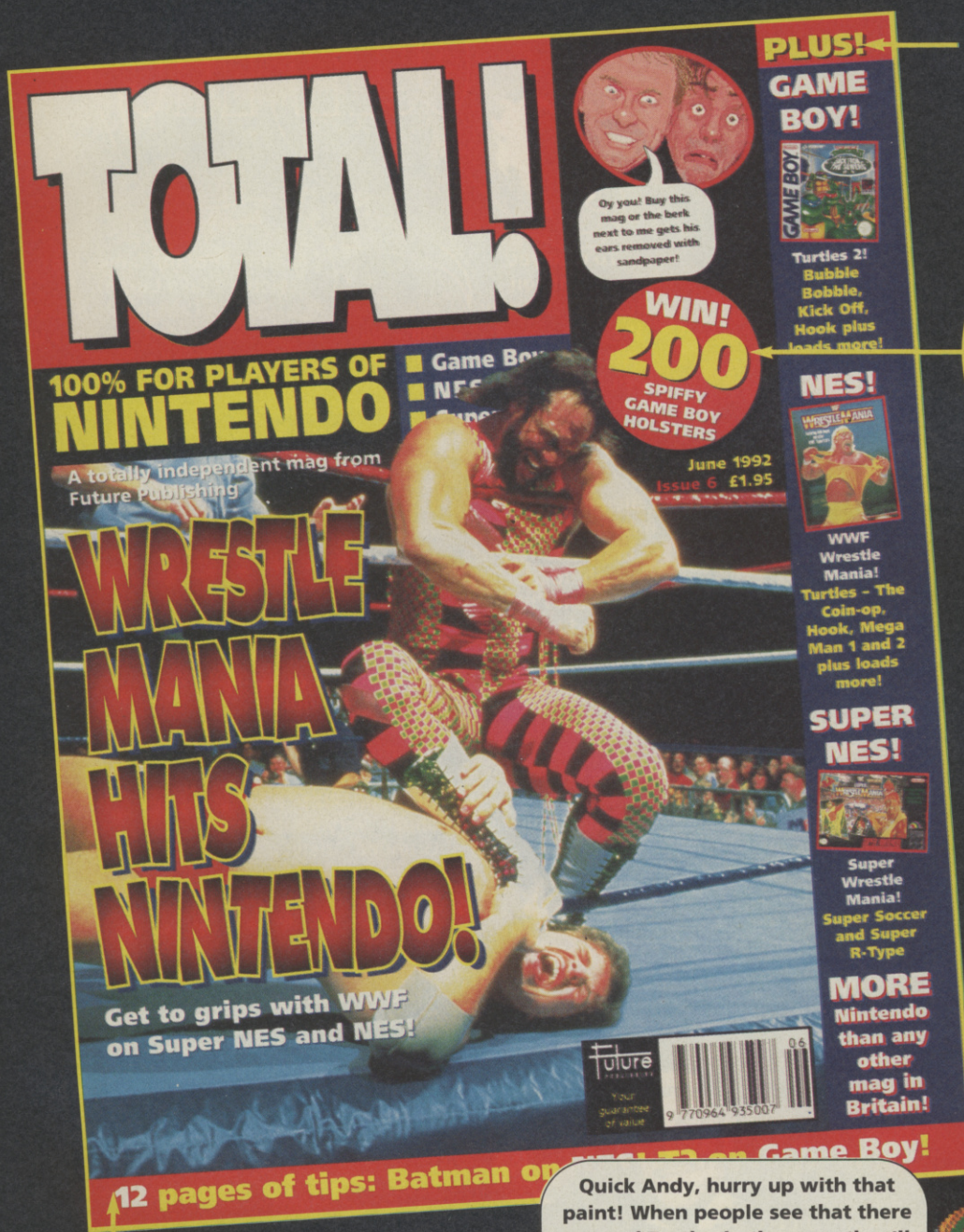
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- *Badlands* is a storming game, and could well become your favourite.
- *STUN Runner* gets a bit slow, but has some novel graphical views.
- *Escape From The Planet of the Robot Monsters* is a 3D laugh as well.
- *Hydra* is a fast, watery racing game with a few twists
- Overall it's a high quality selection of Domark goodies.

...AND THE UPPERS

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Quick Andy, hurry up with that paint! When people see that there are real Turtles in the mag, they'll fall over themselves to buy a copy. What a great idea, eh? And it was mine, not yours but mine. My idea, mine! Hahahahaaa!

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200 competition winners will walk away with their Game Boys tucked safely inside these smart holsters!

Yeah... shame you didn't have it a bit sooner, though - we've been spotted. Um, hi there potential reader person (gulp!)



Got a Nintendo? Then get TOTAL! Issue Six is on sale right NOW!

The Addams Family

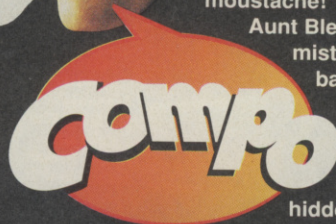
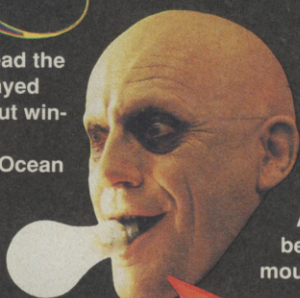
You've seen the film, you've read the review, you've even played the demo, but how about winning the compo?

You have to admit it, those kind Ocean peeps have played another stormer with their conversion of the film licence, *The Addams Family*. The movie bought the cult sixties TV family back to life in a hilarious romp that stormed the box office.

Now Ocean have created a corking game giving you the chance to save the spooky crew. Yes, the entire Addams clan have been kidnapped by a corrupt lawyer, Tully. Only Gomez has escaped and he must save his loved ones (see the full review on p. 62).

Ocean are giving away three copies of the video and 10 copies of the game. So you now have the chance to watch the film while relaxing on your rack or the opportunity to play the game in the comfort of your crypt. Simply put your best Addams Family head on and get thinking. What we're after is the name and description of three NEW Addams Family relations. Write down their names and 'peculiarities' (draw a piccy if you want), together with your name and address on the entry, and pop it in the post to us at: 'Thank Addams it! Wednesday Compo!',

CF, 29
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To give you some hints on the kind of family they are, we've listed a few of their distant relatives below:

Aunt Anemia: has a beard - "but never a moustache!"

Aunt Blemish: often mistaken for a barn in family photos.

Aunt Phobia: had a hornet's nest hidden in her bed by Gomez.

Commodore Addams: first to leave his sinking ship.

Cousin Bleak: his hair became infested with boll weevils.

Cousin Blob: terrified of ghosts - until he became one!

Cousin Crimp: two heads, one male, one female.
Original

owner of the family harp-sichord (aka Lurch).

Cousin Cringe: ate a hack-

saw blade that was smuggled in a cake to him in prison. He grew to like them!

Cousin Ferouk: it's his leg sticking out of the swordfish in the living room.

Cousin Goop: "knew how to look for a job. Never found one!"

Cousin Grisly: executed by firing squad.

Cousin It: (for a picture, see the end of the review, page 62)

Cousin Plato: has two heads: one size 6, one size 8 3/4.

Cousin Slosh: ran away to the sewer in a "fit of pique".

Cousin Vague: all very abstract.

Ol' Ebenezer Addams: first man to sell guns to the Indians.

General Ulysses S Addams: surrendered his army, but "not until they caught up with him".

Grandpa Slurp: a bucktooth and receding chin - "very handsome".

Grandpa Grisly: a traitor - but he did it for the money.

Great-Grandfather Blob: raided sacred rubies from temples.

Great-Grandfather Pegleg Addams: wanted in 15 countries for piracy, executed by walking the plank.

Great-Great-Great-Aunt Singe: burned during the Salem Witch riots.

Mamoud Khali Pasha Addams: burned the library at Alexandra (Circa AD270).

Old Senator Addams: impeached!

Sir Newton Addams: burned his house down during experimentation.





You wouldn't think that there's a decent game to be made about a load of slugs, would you? I mean, it's not as if they're fast, they're certainly not violent and they don't often carry powerful handguns.

But CodeMasters weren't to be put off. They slaved away for a year and a day, and they came up with the character of Steg. He's got to be the coolest slug this side of the New Forest. If you

STEG



Hmm. Two grubs in those bubbles should keep the blimmin' babies quiet for a while. But I'll need some more if I'm to see them reach their next birthday.

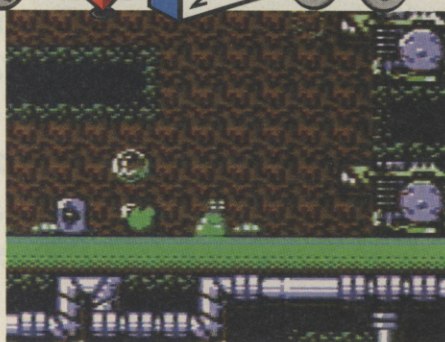


Here you have to set up the air-blowers to direct the bubbles through the holes. Tricky indeed, but it's got to be done.

WHY THE CODIES ARE WRONG ABOUT SLUGS

A quick trip into the CF herb garden convinced us that the Codies are mixing up slugs with another animal, possibly the Tyrannosaurus Rex. Here are the facts:

1. Slugs do not have nests. Dinosaurs do.
2. Slugs aren't carnivorous. Dinosaurs are.
3. Slugs, er, can't blow bubbles. Dinosaurs can (if using a soapy solution and an old car tyre).
4. Slugs can't move quickly (unless they get stuck on the bottom of your shoe). Dinosaurs can.
5. Slugs, er, aren't often green. Dinosaurs might easily have been.



Believe it or not, there's a maggot in that bubble floating gently upwards. No, I can see you don't believe one word of it.

THE SLUG

remain sceptical, just look at the marvellous eezi-wipe, stay-fresh hi-score pad on the cover of this 'ere magazine.

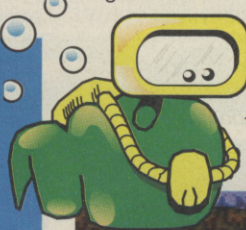
The plot does *not* involve eating cabbages or leaving slimy trails across patios. Instead, you (as Steg), have got to feed your kids. They all sit in a nest at the top of every level (slugs in nests? The Codies are mixing their animals, I think. See panel for searing insight). Anyway, the babies are at the top, and the food, in the shape of loads of small maggots, is crawling around at the bottom.

Steg must slither down to the maggots, trap them in bubbles and guide them one-by-one to the nest, so the babies can eat them.

The difficulty comes with the obstacles that get in the way. Spikes, air-blowers and cul-de-sacs all need to be avoided or adjusted so that the bubbles have a safe passage. This means that Steg must guide them nearly all the way.

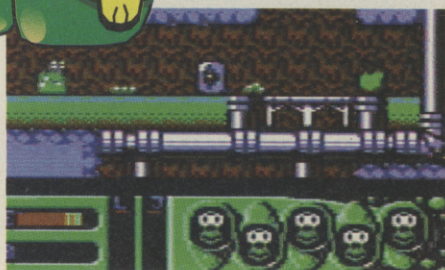
So he's got it tough, has our little slug. Only one thing makes life bearable; his power-ups. Steg has an energy bar, which decreases whenever he blows a bubble. Eating food restores it, but there isn't much food per level, so he can't afford to waste his precious bubbles.

What he can do, though, is find such neat items as bionic legs, a hovering jetpack, super-speed and something else, which I've forgotten. These make life considerably eas-



ier because he can nigg around the levels with astonishing speed.

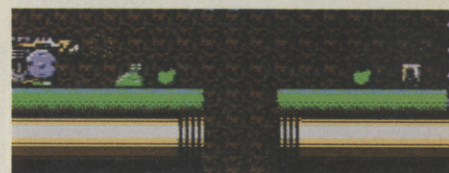
Steg is a little like the forthcoming *Lemmings* in that you've basically got to



Loads of power-ups, grub, food, pipes and, er, oh, tons of other interesting things. Yes, it's a great life being a slug.



Spikes are the bane of Steg's slimy little life. He can't be harmed by them, but he has to watch all his grub-filled bubbles bursting.



That wall-mounted switch turns the air-blowers on and off and even opens some rather useful holes in the floors.

juggle your priorities between getting all the grubs into bubbles, guiding the bubbles higher and getting yourself food.

And it's pretty good. The graphics aren't as snazzy as in recent Codies games, but this is made up for by the gameplay. There are 11 levels, each more fiendish than the last. And if you don't tear the plug out of your 64 in frustration, you'll find it dead rewarding to play.

JAMES LEACH



Game	Steg The Slug
Publisher	CodeMasters
Cassette	£3.99
Release	Out now
Contact	0926 814 132

POWER RATING

THE DOWNERS...

- Graphics are a bit uninspiring.
- Steg can get frustrating to move around, especially around corners.
- The increasingly frantic gameplay might not appeal to everybody.

100

76%

- It's a race against time, and being a slug, you've got your work cut out.
- Loads of collectables and power-ups make things even more varied.
- 11 levels mean that you've always got different challenges to face, and each level is several screens in size.
- Code system allows you to play the level of your choice (once you've got the codes, that is!)
- Lots of puzzle elements mean that your grey cells won't be left in neutral.
- You can note your highest score down on the spiffy CF hi-score pad.

...AND THE UPPERS

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Who? The Addams Family? Never heard of 'em. Before my time. Hang on. I'll just ask Trenty... Yeah, he says that apparently "they do what they wanna do, say what they wanna say, be who they wanna be and, er, dance when they wanna dance". Glad I've cleared that up. Now here's the review.

THE ADDAMS FAMILY

IAN CYCLOPEDIA INVESTIGATES THE ADDAMSES

The Family are named after Charles Addams, the cartoonist who first drew them.

The TV show attracted loads of paying sponsors in the USA, such as Clairol, Pepsi-Cola and Union Carbide. And interestingly, Fester was played by Jackie Coogan, who upstaged Charlie Chaplin in the 1921 film, *The Kid*.

And the actor who played Thing, the hand, was a secret for years until Ted Cassidy, who played Lurch, admitted that it was him. He

even had a separate contract as Thing, rather interestingly, as well.

From top to bottom, there's Charles Addams (creator of the whole weird bunch), Gomez, Morticia, Uncle Fester, Pugsley, Wednesday, Lurch and Grandma Addams.



After 'phoning Hollywood, I managed to find out that the plot of the smash movie has got nothing to do with that of the Ocean game. Lucky for me, that, as I didn't get to see the film because I was too busy working on the last storming issue of *CF* at the time.

The game plot wouldn't actually tax the brain cells of a retarded amoeba. Gomez, the guy with the pin-striped suit, has lost all the other Addamses, and is basically wandering round a computer game trying to find them. Guess who you have to play? Wrong. You have to play Gomez instead.

If I said that this is all the boring preamble to a platform game, you'd probably say "Oh no. A platform game! I bet this is the boring preamble!". But listen. This is no ordinary platform game. If you've ever been completely flummoxed by a tough platformer, been stumped by a difficult timing puzzle, or been knackered by a hard baddie, you'll be at home with *The Addams Family*.

The game itself is fiendish. Don't expect it to be kind. Before we go any further, let me stress once again that *The Addams Family* is



very, very challenging. If you've ever played *Jet Set Willy* on your 64, this will remind you of it. Tough city.

The secret is in the timing. You start outside the mansion where Fester, Morticia, Thing, Lurch, Wednesday, Thursday, and Thank-Crunchie it's-Friday live

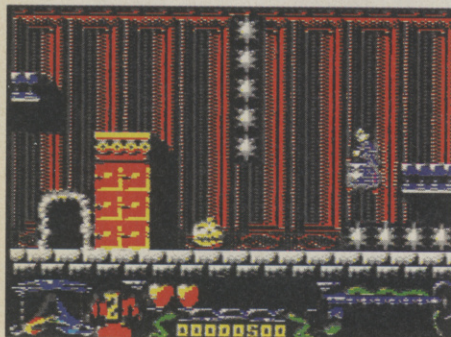
(except, of course, they've gone missing). You can either

explore the outside of the house or dive straight through the front door and get stuck in with the bad guys.

These bad guys - what we want to know is, just who are they? Well, there appears to be someone called Tully. I've never

Dive straight through the front door and get stuck in with the bad boys

heard of him, but he seems to have some connection with the local Council. His plan is to have the Addams Family's crumbling mansion on Cemetery Lane condemned, and get them chucked out on to the streets. To be honest, this sounds like a pretty good idea. I mean, you should see the state of it. Anyway, this Tully chap has assembled thousands of ghosts, spikes, monsters and other nasties wandering around the mansion, trying to stop young Gomez from getting around easily.



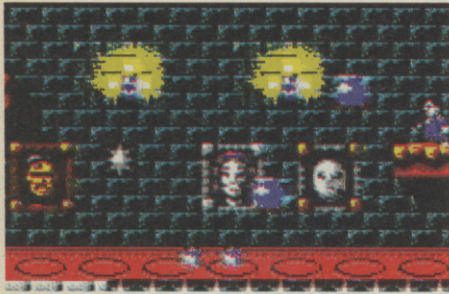
Gomez must stay on that safe but moving cauldron in order to keep out of harm's way.



Those spikes don't half make your eyes water, though!



Fine but do you know all three verses of the original *Addams Family* theme tune?



Forget that dangerous floor. It's cauldron-related leaping from here onwards.

All this means that our hero must become a total master of timing. It has to be said that the guys who programmed this game are absolutely brilliant at setting puzzles, tricks and traps, and every screen is packed with

the sort of probs which will have you scratching your head until a bald patch appears. Instead of just jump-

ing from platform to platform, you've got to dodge the pointy stars, jump on the baddies (well, some of them) and basically keep moving, avoiding, leaping and planning to reach the safe spots.

All this is bad enough, but you've also got an energy limit which is continuously counting down. The only way to keep it topped up is to go for the little hearts which occur on certain screens. The worry here is, though, that these aren't exactly placed in the easiest positions to reach. It's those dratted programmers at work again. In fact, I've lost count of the number of times I've tried to get a heart because my energy has been getting a bit low, and ended up losing a life because I've been rubbish at reaching one (which probably wasn't really at all vital anyway).

Every screen you enter is packed with gorgeous graphics (many of which are in the background, and don't play an active

Meet Cleopatra (right). She's Morticia's fave pet.

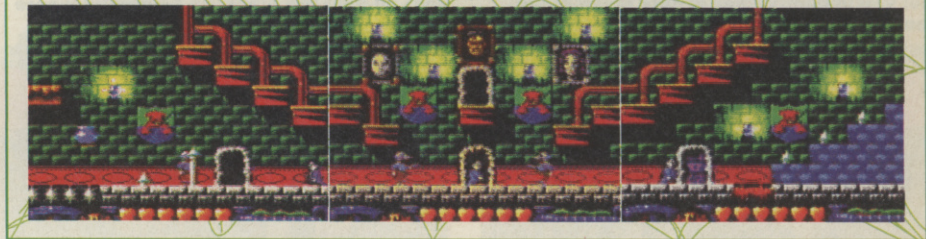


A locked green door. Perhaps it might be wise to search for a green key?

Visiting 0001 Cemetery Lane

Below, there are three screens taken from the entrance hall of the mansion. Instead of just working your way from left to right, you have got at least five choices of direction. Upstairs (left or right), downstairs (left or right) and, if you want, through the open doors (which don't need keys).

The thing to do is grab some squared paper and get a map together. The playing area is several screens in height, and to make it more fun, several screens in depth (which you get to by using the doors). So it'll be a weird map when you've finished.



part in the game). The number and variety of baddies is certainly impressive, and, as I've said before, what's so brilliant is the way you've got to plan your way through the screens. It's tough, it's barely possible and it's something you just can't leave alone until you've cracked it.

Dotted around the mansion are a large number of doors. Most of these you can just walk through, but some require that most useful of things, a key. The coloured keys can be found all over the levels but, like the hearts, they're never in easy places to reach. Getting them is always worth it because you can keep them until the end of the game. They also work on all the doors that are the same colour as them,

Left. Gomez is killed by a couple of weird, er, creatures. And it's in his own house, too!



Plenty of cauldrons to jump on, but stay on them for more than a second and they sink.

I dare you to wander into 0001 Cemetery Lane on your own, at night, during Hallowe'en, on Friday 13th, going via Elm St, in Amityville, with a Poltergeist in tow.

throughout the entire game, so it's almost worth losing the odd life to get hold of them.

So, overall, I reckon *The Addams Family* certainly lives up to the hype. It's a licence that has really got little to do with the film. But purely as a platform game, it's one of the best. It's got excellent graphics, it's fast, it's got loads to do and the puzzles are difficult but very rewarding to get through. What more could we want?

JAMES LURCH

Game	The Addams Family
Publisher	Ocean
Cassette	£10.99
Disk	£15.99
Release	Out now
Contact	061 832 6633

POWER RATING

THE DOWNERS...

■ Maybe, just maybe, it's too tough.

100

92%

■ But I reckon it's challenging and addictive, with loads of screens to explore.

■ The graphics are neat, fast and atmospheric. Loads of weird backgrounds and rapidly moving baddies.

■ Spiffy sound effects.

■ Plenty to collect - lots of keys, hearts, weird pointy things and other stuff.

■ Many restart points, so you don't have to start from the beginning each time you play.

■ It's a triumph of the puzzle-setter's art.

■ Credit facility allows you to have loads of serious attempts at it per game.

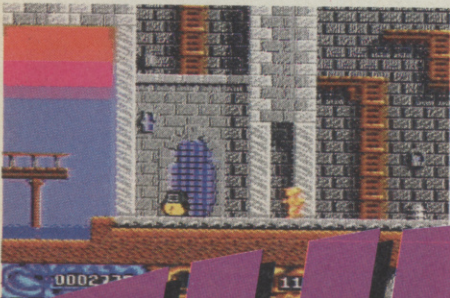
...AND THE UPPERS

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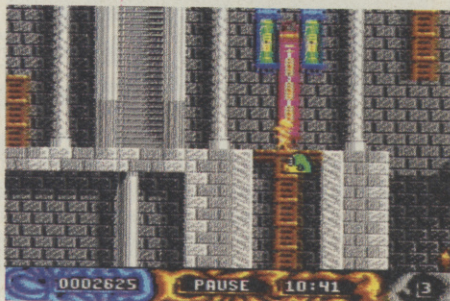
Bod finds a secret door. He's much cheered by this, as he can continue happily exploring the level.



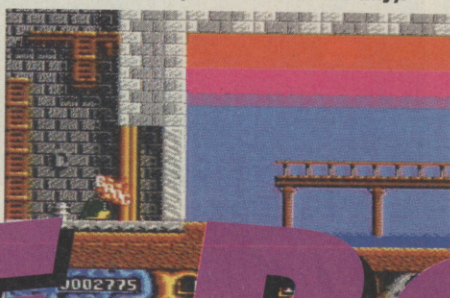
The beginning of each level is designed to let you in gently, then it gets really tough once you've got the hang of it. Rats.



Bod ducks as a sort of cherub thing dashes above his head. Don't ask me why there's a cherub in an English stately home.



Big screws drill themselves up through the floor all over the place, so be careful where you put your feet (not that Bod has any).



Our amorphous hero leaps over a weird sort of, er, angelic figurine. Don't question it, just avoid it.



Huge staircases litter the big house. They look like those washboards that Derek Guyler used to play.



THE BOD

A long time ago, in a galaxy just over the road, an alien and his family were on holiday. Then disaster struck! The kids got separated from their dad, and wandered off round a rather pathetic planet filled with crumbling ancient buildings and diesel fumes.

You guessed it - Earth is that weedy planet. But before you start getting completely terrified at the idea of aliens attacking, settle down, take a sip of hot, milky tea and get this - Bod is completely harmless. He isn't planning to invade at all. So he hasn't brought any weapons. In fact, the worst he can do is jump on people, which, to the jumpee, feels like someone dropping a large marsh-mallow on you.



A big statue collides with Bod, and he dies, deflated horribly by the sharp pointy bits of the stonework.

COMMODORE FORMAT June 1992 - my god, it's full of stars!

Anyway, you must control Bod as he looks for the mini-Bods, who have stupidly got themselves into the worst positions on each level. Well, I suppose it's not stupid at all really. I mean, if they were close to the beginning it wouldn't be much of a game, would it?

Because Bod is an alien, he's got the ability to travel through time. As everybody knows, all aliens have this power. Some just don't choose to use it, that's all. Anyway, the three time zones that Bod visits are handy in that they make up the three huge levels of the game.

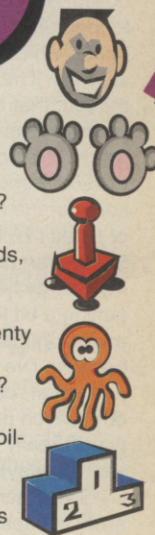
To make things more fun, I'll go through them in no particular order. There's the Eighteenth Century Castle. I'll save time in describing this by asking you to think about any National Trust stately home or castle your parents might have dragged you round on a miserable, overcast day last summer. A

drawbridge, the odd suit of armour, a few big staircases and a crowd of excited French kids, all with fluorescent ruck-sacks - does this sound familiar? Well, you'll find it all in *The Bod Squad* (except for the French kids, who Zeppelin have carefully avoided including).

And, of course, there are plenty of platforms. What would a platform game be without platforms? Pretty darn boring, that's what. Anyway, Bod not only has the ability to jump large distances from platform to platform, but he can also do a super-jump, which gets him across unfeasibly large gaps. To carry it out, all you have to do is simply pull down on the joystick before you push up. Simple and effective.

What's more, if you're thorough you can help Bod find various useful devices to get him around the levels more painlessly. Best is the beanie. For those not trendy enough to know, a beanie is a baseball cap with a propeller on the top.

In the game, this propeller allows Bod to float up and down the screens with ease, forgetting about platforms, nasties and anything else. Trouble is, the beanie propeller only lasts for 30 seconds, so you really can't afford to waste it.



He can jump on people which feels like someone dropping a large marshmallow on you



In the top right, there's a switch Bod needs to reach if he's going to rescue that poor little mini-Bod visible over to the right of him.

Right. Where was I? Yes, another level is set in Ancient Egypt. Bod must search those yellow pointy things in the desert (*pyramids - Ed*). He must contend with mummies, ancient Egyptian goddesses and, like the other levels, some rather nasty platforms.

Finally, there's a Victorian Haunted House. It's packed with ghosts, ghouls and other scary things that begin with 'g'. Granadas, possibly. Being the last level, it's bigger and tougher than the others, as you'd expect, and has more of those hard-to-reach switches.

The switches are found dotted around over each level. You wander along and activate them, and they do all sorts of weird and rather useful things, such as opening up floors, walls and ceilings. This has got to be done, but some of the switches have to be reset if you want to get back. Very puzzlesome, indeed, and it's worth making a mental note of all the switches that you have tampered with, otherwise you'll get stuck.

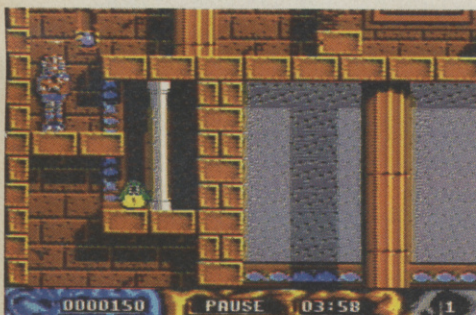
The Bod Squad is a very neat game, it's got to be said. It has marvellous animation and rather spiffy gameplay. The levels are big and taxing, too. True, you might not be amazingly enthralled because it's yet another cutesy (and we've seen a lot of those recently?), but you can't deny that it oozes quality. For the measly sum of £3.99 (unless you're Roger) you're getting an impressive game indeed. In fact, the only thing that's stopping *The Bod Squad* from being a Corker is there are only three levels. Five would be almost perfection!

JAMES LEACH

SQUAD



Bod bounces out of his Tardis (not ripped off from *Dr Who* at all) and into the pyramid (not ripped off from the Egyptians at all). Somewhere, there's a mini-Bod waiting for him, so don't hang around. You've only got 12 minutes to get the blighter.



Bod tangles with a dangerous, deadly sarcophagus deep in the pyramid's, er, underground car-park level. Don't muck about with the Ancient Egyptians, just in case they curse you or something. But then again, they might not, cos it's just a computer game, not real life.

Game	The Bod Squad
Publisher	Zeppelin
Cassette	£3.99
Release	Out now
Contact	091 385 7755

POWER RATING

THE DOWNERS...

- Three levels just isn't enough.
- Bod bounces off the walls in a most frustrating manner.

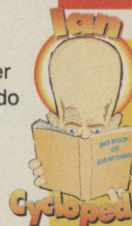
100

86%

- Excellent animation. Bod really seems to have weight and mass.
- Loads of puzzles, all carefully packed into each level.
- Sound effects, although few, are suitably blobby.
- Detail, such as the collision detection, is superb.
- You can approach each level in a different way. It's not just a left-right scroller.
- It's easy to get into, but toughens up nicely later on.
- You actually have to think about how to solve many of the puzzles.

...AND THE UPPERS

0



IAN CYCLOPEDIA GIVES YOU THE TRUTH ABOUT ALIENS

The Universe contains 100,000,000,000 stars, of which the Sun is just one. Assuming half of these have four planets orbiting them (we have nine planets orbiting ours), that makes 200 billion planets. In our solar system, one out of nine planets has life on it. Assuming this to be an average, 200 billion divided by nine is 22,222,222,222 planets with life on them.

Therefore, there must be some serious intergalactic wars going on, maybe involving the following creatures:



The Pod People of Zook. Known as fearless killers, the Pod People have over-populated their planet, and consequently it's been on the market now for over a

year. They're looking to move somewhere quiet but central, ideally with pleasant views over the Horsehead Nebula.



The Spangly Bogcreature. This alien was the only survivor of his race, after he played a practical joke involving nuclear weapons which unfortunately went disastrously wrong. He's believed to be rather upset still by the whole thing, and doesn't talk much to outsiders.



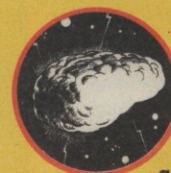
King Spidron of the Third Moon. Not a king at all, Spidron is in fact a petrol pump attendant. His cousin is the real king, and Spidron borrows his official outfit for

fancy dress parties and to impress female Spidrons in wine-bars.



Droid CX 217. Known as CX to his friends, this droid patrols the dune beaches of the outer Sunworld. The temperatures reach 350°C, so CX's job is to carry any

sun-bathers with heatstroke to the nearest Slush-Puppy outlet.



The Mighty Brain. Although some would say he's pretty smart (with an IQ of ∞-1), he's actually arrogant, stuck-up, snotty and generally unbearable. This

might be because he has no hands, legs or external limbs of any kind, and thus cannot even ride a mountain bike.

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COMMODORE FORMAT Soon 1992

Next Month

Right, there's nothing better than a Commodore-licious issue of CF! Isn't that right mate?

Too right mate! And here's what's coming up in spiffomatic CF22! The soccer-tiffic *Euro Football Champ* from those code-icious Domarks! And a marvellous modem-atic examination of the crazy world of comms. Yes, it should be phone-tabulous fun, looking at how your chat-icious C64 talks to other machines.

Thanks Smashy. That fame-tabulous Gary Penn - he does a lot of work for charity y'know - has been nattering to all those programmers who made the C64 famous. And that sounds like historical fun. Right! On the Powerpack will be a demo-tiffic slice of Thalamus' *Nobby the Aardvark*. This looks like being a hoot-tastic waggie-tabulous platform-acious game. And you can't beat a hoot-tabulous, waggie-acious, platform-tiffic game can you mate?

No way mate, unless it's to rock with one of my all-time faves, Mr Bachman, Monsieur Turner and Herr Overdrive. Hit it!

Prize

WINNERS

The winners of our smart two part *Creatures 2* compo (CF18) are:
(Framed box artwork) M Short, Huntington. Kevin Smith, Wellingborough.
Philip Boyce, Co Antrim. PR Evans, Warwickshire. Scott McKee, Suffolk.
Steven Hodge, Devon. (Hits 1 and 2 Compilations) JB Pindar, West Bradford.
David Ampaw, Hither Green. D Steel, Cumbria. Steven Read, Gosport. Daniel French, Fife. Christopher Cheel, Newcastle. Kiron McCormick, Wigan. Peter Gallagher, Stourport-on-Severn. Brian Blair, Kilmarnock. Mark Cunningham, Plymouth. Congrats all round, Clyde is packing your prizes up as we speak!

The winner of the 'special' prize for designing a torture screen was Richard Beckett of Wigginton. Thalamus boss man David Birch was knocked out by the effort and imagination all the entrants displayed. Special commendations go out to Chris Marsden, Merseyside. Jamie Brady, Hornchurch. Christopher Cook, Broadstairs. John Trigg, Gulsborough. Daniel Gardner, Preston.

IAN CYCLOPEDIA'S FASCINATING FACT LIST

Thanks to *The Addams Family*, this month I'm looking at big food. The largest hamburger ever was 2.27 tonnes, and it came from Cape Town, South Africa. Interestingly, South Africa doesn't maintain close diplomatic ties with Czechoslovakia, who produced the largest ever kebab. It was 885 feet long. But perhaps surprisingly, the most people on a motorcycle at one time was 46 - on a 1,000cc machine - which then rode for 1 mile. The longest ever motorbike wheelie was one lasting 4 hours 21 minutes. It was done in Winchester, which, interestingly, is where my great great godchildren live, with their mum, Beryl.

ARGGGH! I KNEW THAT!

If you are still struggling over last month's questions, here's what was what: Unstoppable Sex Machine, Original Gangster, Justified Ancients of Mu Mu, Low Frequency Oscillation, Electric Light Orchestra and Pop Will Eat Itself.

On to this month's poserette. What teams do the following sports people represent: Jeremy Guscott, Jerry Rice, Michael Jordan, Ian Botham, Des Walker, Ricardo Patrese, Billy the Fish and Deon Sanders? Remember, there's no prizes, this one's just for fun.

I DON'T THINK YOU WANTED TO DO THAT!

Please Mister (or Missus) newsagent, kindly reserve my copy of *Commodore Format* each month, starting with the July issue, on sale from Thursday 18 June 1992. Ta very much!

MY NAME _____

MY ADDRESS _____

Only me! Now you don't want to go to the newsagents on 18 June and find CF22 has sold out! No. You wanna fill out that nice coupon over there and give it to the person behind the counter. Look what happened this month, four hours scouring the shelves for the last copy of CF, and I don't think you wanted to do that! Only me!

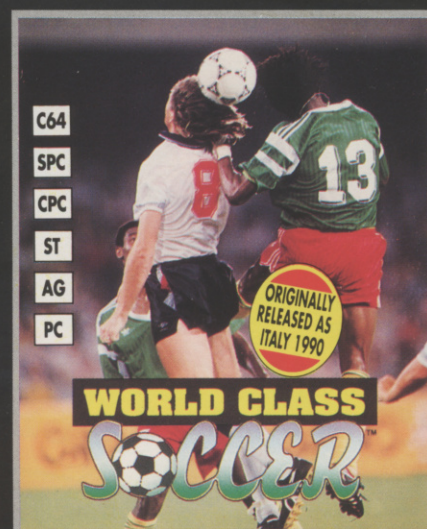
CAN YOU KICK IT? YES YOU CAN!



C64	COMMODORE 64
SPC	SPECTRUM
CPC	AMSTRAD CPC
ST	ATARI ST
AG	CBM AMIGA
PC	IBM PC



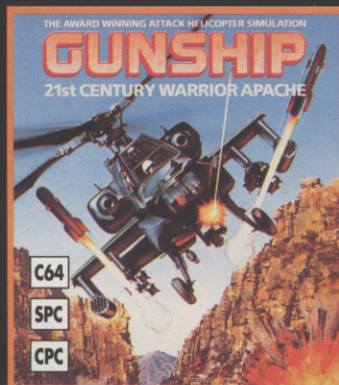
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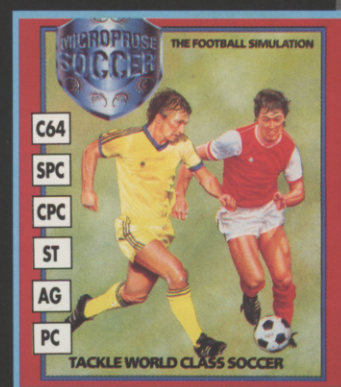
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